THE OFFICIAL GUIDE FROM NINTENDO POWER®

NINTENDO GAMECUBE™

STARFOX® ADVENTURES

THE OFFICIAL Nintendo® PLAYER'S GUIDE

RAREWARE™

STAFF LIST

PUBLISHER
T. Kimishima

ASSOCIATE PUBLISHER
Yoshio Tsuboike

EDITOR IN CHIEF
Scott Pelland

SENIOR EDITOR
Jessica Joffe Stein

WRITER
George Sinfield

COPY EDITOR
Steven Tobias

ASSISTANT PRODUCTION MANAGER
Machiko Oehler

PRODUCTION COORDINATORS
Corinne Agbunag
Mayumi Colson

STRATEGIC LAYOUT, DESIGN & ILLUSTRATION
V-Design, Inc.

V-DESIGN ART DIRECTOR
Yoshi Orimo

V-DESIGN MANAGER
Sonja Morris

V-DESIGN GRAPHIC DESIGNERS/ILLUSTRATORS
Deanna Baker
Adam Crowell

ART DIRECTOR
Kim Logan

DESIGN/PREPRESS
Jim Catechi
Tim Garret
Rebekah Lane
Andy Myers
David Waterworth

PRODUCTION ASSISTANT
Christopher Shepperd

MARKETING MANAGER
Jeff Bafus

MARKETING SPECIALIST
Malinda Miller

GAME CONSULTANTS
Tim Casey
Melvin Forrest

SPECIAL THANKS TO LEE SCHUNEMAN AND THE REST OF THE STAR FOX ADVENTURES TEAM AT RARE.

The Star Fox Adventures Player's Guide is printed in the USA and published by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, Washington 98052 at $14.99 in the USA ($17.99 in Canada). ©2002 Nintendo of America Inc. All rights reserved. Nothing that appears in the Star Fox Adventures Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. Star Fox Adventures ©2002 Nintendo. Game by Rare. Rareware logo is a trademark of Rare.

ISBN 1-930206-22-4

SINK YOUR TEETH INTO A BIG ADVENTURE

Dinosaur Planet is falling apart. Large chunks have broken away from the main planet and more pieces will follow unless someone can stop the planet-rending plans of General Scales. With help from the Star Fox Adventures Official Nintendo Player's Guide, you can come to the aid of Dinosaur Planet and uncover the SpellStones and Krazoa Spirits that act as the glue that holds the planet together. Whether you're rocketing to the Walled City or fighting off SharpClaws in DarkIce Mines, you'll find the comprehensive maps and insightful tips you need. Read on and join in the adventure.

STARFOX® ADVENTURES

OFFICIAL NINTENDO PLAYER'S GUIDE

TABLE OF CONTENTS

BASICS

MEET THE TEAM 4
THE DINOSAUR TRIBES 6
TAKE CONTROL 10
ITEMS AND UPGRADES 14
USING THE GUIDE 18

PROLOGUE

THE ADVENTURES BEGIN 20

DINOSAUR PLANET

FLY TO DINOSAUR PLANET 24
THORNTAIL HOLLOW FIRST CONTACT 26
ICE MOUNTAIN FIND PRINCE TRICKY 31
SNOWHORN WASTES TAKE THE PRINCE HOME 32
THORNTAIL HOLLOW HELP QUEEN EARTHWALKER 36
SNOWHORN WASTES SAVE THE DARKICE MINES GATEKEEPER 38

THORNTAIL HOLLOW HELP THE THORNTAILS 40
MOON MOUNTAIN PASS JOURNEY TO VOLCANO FORCE POINT TEMPLE 41
VOLCANO FORCE POINT TEMPLE PLACE THE FIRST SPELLSTONE 42
MOON MOUNTAIN PASS WARP TO KRAZOA SHRINE 46
KRAZOA SHRINE TAKE THE TEST OF COMBAT 48
MOON MOUNTAIN PASS RETURN TO THORNTAIL HOLLOW 49
KRAZOA PALACE RELEASE A KRAZOA SPIRIT 50
LIGHTFOOT VILLAGE PAY THE GOLDEN SCARAB 52
CAPE CLAW RESCUE THE CLOUDRUNNER GATEKEEPER 53

CAPE CLAW UNLOCK THE OCEAN FORCE POINT TEMPLE 56
OCEAN FORCE POINT TEMPLE PUT THE SECOND SPELLSTONE IN ITS PLACE 58
LIGHTFOOT VILLAGE CAPTURED BY THE LIGHTFOOT TRIBE 61
KRAZOA SHRINE TAKE THE TEST OF FEAR 65
KRAZOA PALACE RELEASE ANOTHER KRAZOA SPIRIT 66
THORNTAIL HOLLOW FIND THE WALLED CITY GATEKEEPER 67

VOLCANO FORCE POINT TEMPLE PUT THE THIRD SPELLSTONE IN PLACE 68
THORNTAIL HOLLOW RESCUE THE THORNTAILS 71
SNOWHORN WASTES COMPLETE A SNOWHORN WASTES OBSTACLE COURSE 72
KRAZOA SHRINE TAKE THE TEST OF STRENGTH 73
KRAZOA PALACE RELEASE A KRAZOA SPIRIT 74
THORNTAIL HOLLOW FIND THE DRAGON ROCK GATEKEEPER 75

CAPE CLAW BREAK INTO THE OCEAN FORCE POINT TEMPLE 76
OCEAN FORCE POINT TEMPLE PUT THE FINAL SPELLSTONE IN ITS PLACE 77

KRAZOA PALACE RELEASE ONE MORE KRAZOA SPIRIT 80

DARKICE MINES

FLY TO DARKICE MINES 82
DARKICE MINES SURFACE 84
DARKICE MINES INTERIOR 90

CLOUDRUNNER FORTRESS

FLY TO CLOUDRUNNER FORTRESS 94
CLOUDRUNNER FORTRESS SAVE THE QUEEN 96

WALLED CITY

FLY TO WALLED CITY 104
WALLED CITY BATTLE THE REDEYE TRIBE 106

WALLED CITY ENTER THE SUN AND MOON TEMPLES 111
KRAZOA SHRINE TAKE THE TEST OF KNOWLEDGE 114

DRAGON ROCK

FLY TO DRAGON ROCK 116
DRAGON ROCK FREE THE DINOSAURS 118

THE END

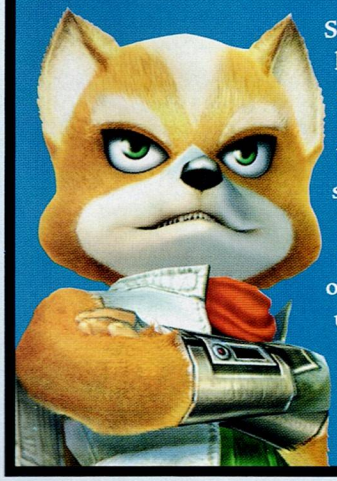
ANDROSS THE FINAL FIGHT 124
UNLOCK OPTIONS WITH TOKENS 126
TIP INDEX 127

MEET THE TEAM

ADVENTURE TOGETHER

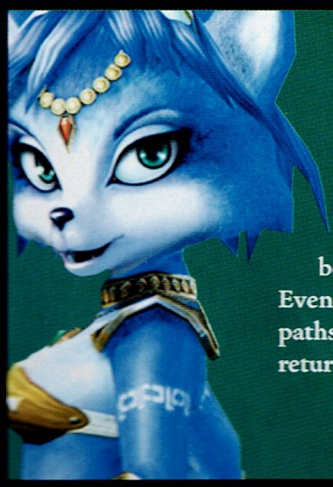
Unlike Dinosaur Planet, the Star Fox Team sticks together. Eight years after their triumph over space tyrant Andross, all of the members of the crew of the Great Fox, with the exception of lone eagle Falco Lombardi, are still roaming the Lylat system—looking for adventure and an honest day's pay. While Fox McCloud may do all of the legwork and get most of the glory, the rest of the team offers information, support and a lot of useful tools.

FOX McCLOUD

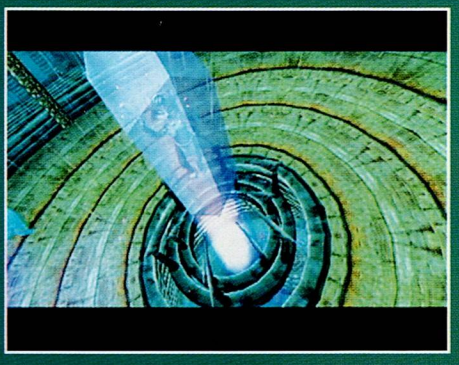


Star Fox team leader Fox McCloud has spent so much time behind the controls of his Arwing fighter, it's hard for him to imagine conflict resolution without a laser blaster and turbo speed, but he'll have to find more creative solutions to the problems on Dinosaur Planet. Armed with an adventurous spirit and a cunning wit, Fox will begin a long journey to save the planet's distressed inhabitants. He'll find combat clout in the form of Krystal's staff and many useful tools tucked away in the planet's nooks and crannies.

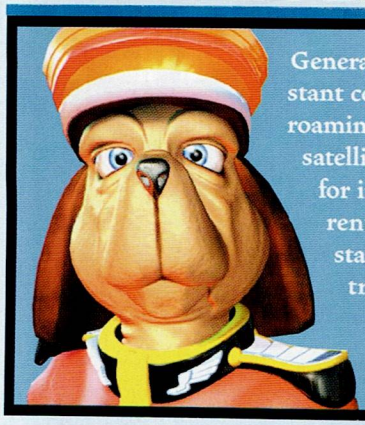
KRYSTAL



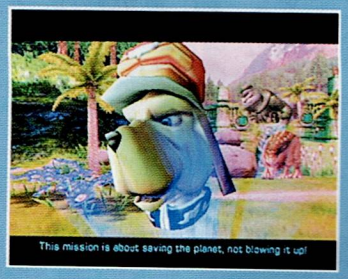
She's not officially part of the Star Fox Team, but Krystal does share the team's interest in seeing General Scales and his SharpClaw army go down in flames. Roaming the galaxy in search of information about the demise of her home planet and family, Krystal has been drawn into the fray after answering a distress call from Dinosaur Planet. Following a short adventure in Krazoa Palace, she will be in need of assistance, too. Eventually Fox and Krystal's paths will intersect, after peace returns to the planet.



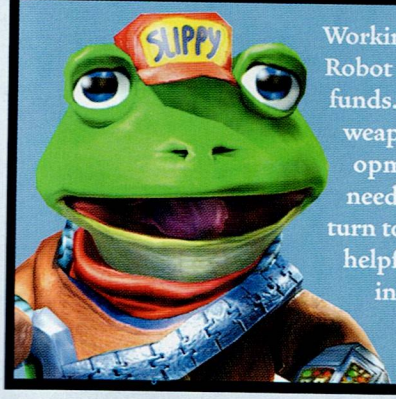
GENERAL PEPPER



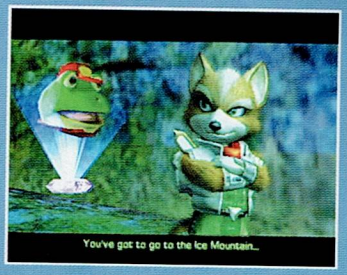
General Pepper doesn't fly with the crew, but he does keep in constant contact with them, offering advice and orders. While Fox is roaming Dinosaur Planet and its satellites, he can contact Pepper for information about his current inventory and mission status. The general also keeps track of your progress toward game completion and how many hours you've played.



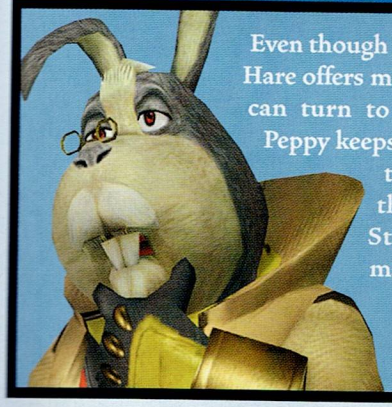
SLIPPY



Working behind the scenes, Slippy Toad has kept Rob the Robot and the Arwing running, even in the face of diminishing funds. His current focus is on weapons research and development. When Fox is in need of equipment, he can turn to Slippy. He can also get helpful advice from Slippy in sticky situations.

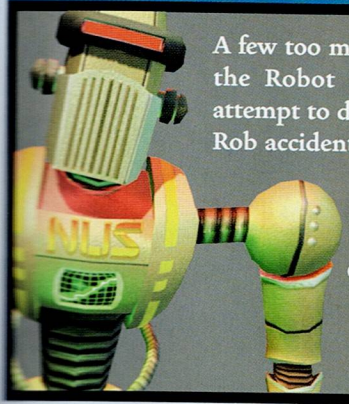


PEPPY



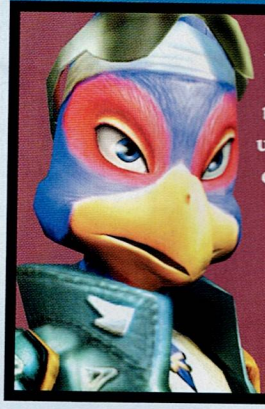
Even though his piloting and adventuring days are behind him, Peppy Hare offers moral support and navigational help. When Fox is lost, he can turn to Peppy for directions. Peppy keeps track of all of the maps that Fox purchases from the ThornTail Hollow Store and he loads the maps into the PDA when Fox enters new areas.

ROB



A few too many short circuits have left Rob the Robot a little scatterbrained. In an attempt to deliver Arwing Fuel Cells to Fox, Rob accidentally scattered them all over the planet. Luckily, Fox will be able to find the errant energy units with help from Rob's Fuel Cell Compass.

FALCO



After the Star Fox Team's victory over Andross, Falco Lombardi left the fold and took off for parts unknown. He still keeps up with Fox, but he'll appear only in a cameo near the end of your adventure.

THE DINOSAUR TRIBES

THE PLANET'S POPULATION

Many different types of creatures populate Dinosaur Planet. They are separated into tribes. The tribes don't always get along with each other, but they must join together or the planet will continue to fall apart. The thing that all of the tribes have in common is their opposition to the SharpClaw army of General Scales. Over the course of your adventure, you'll save many dinosaurs from Scales's grasp.

EARTHWALKERS

The self-appointed guardians of Dinosaur Planet preside over Krazoa Palace, and they would rule the Walled City if not for the menacing RedEyes. The EarthWalkers are good friends to have and versatile adventurers. During your Dragon Rock adventure, you will experience the freedom and power of riding on the back of an EarthWalker.

PRINCE TRICKY

After you save Prince Tricky of the EarthWalker Tribe on Ice Mountain, his mother will convince you to take him along for the rest of your journey. While your young charge can be a handful at times, he can also be a big help. Tricky can dig for buried items, scratch through soft dirt to create tunnels, and solve problems with fire. As long as you keep him fed with plenty of Blue GrubTubs, the prince will continue to come to your aid when you need him.

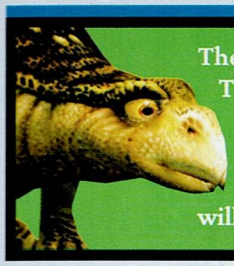
C'mon, Fox, we'll make a great team!

SIDEKICK COMMANDS

FIND	STAY	HEEL	FLAME	PLAY

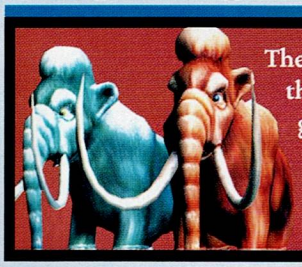
Shortly after you meet Tricky, you will learn about his sidekick commands. With them, you can get Tricky to help you advance in your adventure.

THORNTAIL TRIBE



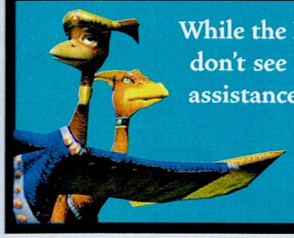
The passive and peaceful members of the ThornTail Tribe occupy Dinosaur Planet's central location—ThornTail Hollow. You will come to the aid of the ThornTails on more than one occasion. Eventually, they will help you, too.

SNOWHORN TRIBE



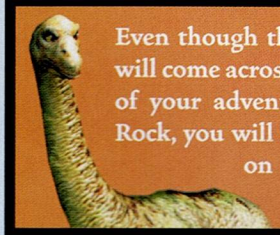
The massive mammoths who make up the SnowHorn Tribe may not always get along, but they do band together in troubled times. You will find the enormous power of the SnowHorns to be very helpful.

CLOUDRUNNER TRIBE



While the EarthWalkers and the CloudRunners don't see eye-to-eye, you will befriend and get assistance from both tribes. The CloudRunners will be a constant source of help to you once you free them from their fortress prison.

HIGHTOP TRIBE

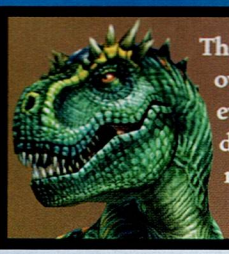


Even though the HighTops are far from extinct, you will come across precious few of them over the course of your adventures. When you journey to Dragon Rock, you will free a HighTop from prison then ride on the back of the beast over the area's hostile landscape.

LIGHTFOOT TRIBE

The LightFoots have light fingers, too. Some of their prized possessions are involuntary donations from other planet inhabitants. After you pass their tests, they will count you as one of their own.

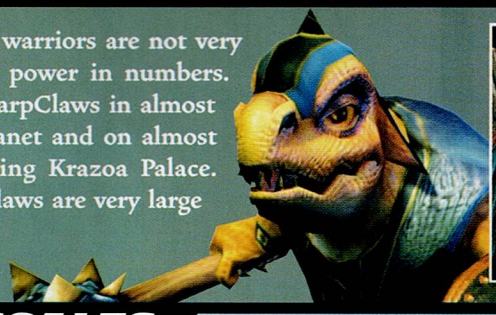
REDEYE TRIBE



The monstrous carnivores, who have taken over the Walled City, shake the ground with every step. The only way you will be able to defeat them is to take command of an even more powerful ground-shaking force.

SHARPCLAWS

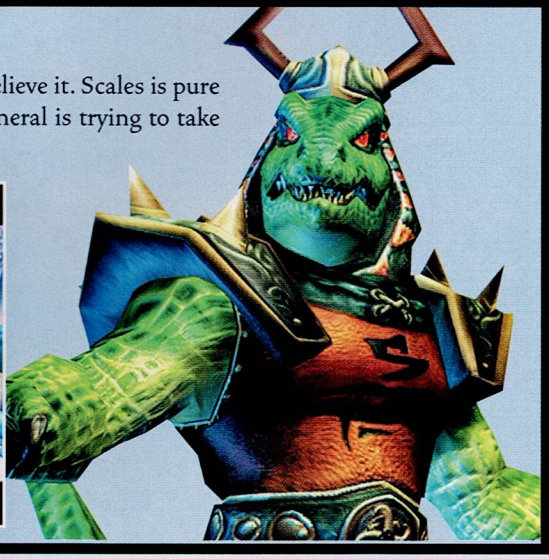
Individual SharpClaw warriors are not very strong, but they have power in numbers. You will encounter SharpClaws in almost every region of the planet and on almost every satellite, including Krazoa Palace. Beware. Some SharpClaws are very large and protected by a lot of armor.



GENERAL SCALES

General Scales will try to convince you that he's not evil—just misunderstood. Don't believe it. Scales is pure evil, from his glaring red eyes to his tough, green skin and razor sharp talons. The general is trying to take control of the planet piece by piece, but you won't let him.

No one can defeat General Scales!



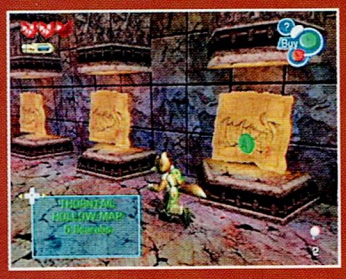
THORNTAIL STORE

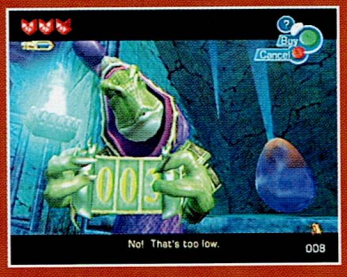
Shabunga's store, off ThornTail Hollow's main path, will play a big part in your adventure. Some items that you absolutely need to continue your adventure are available only at the ThornTail Store, and Shabunga will let you have them for a price. At the beginning of your journey, you will be able to afford only a few items. As you collect Scarab Bags and your Scarab-holding capacity increases, so too will your purchasing power.

SHOP AROUND

The ThornTail Store stocks food items, tools and maps. Several items, such as Rock Candy, the FireFly Lantern and the SnowHorn Artifact, are available only at the store and are necessary for the completion of your adventure. Every time you get a larger Scarab Bag, visit the store to find out what new items you can afford.

BARGAIN WITH SHABUNGA

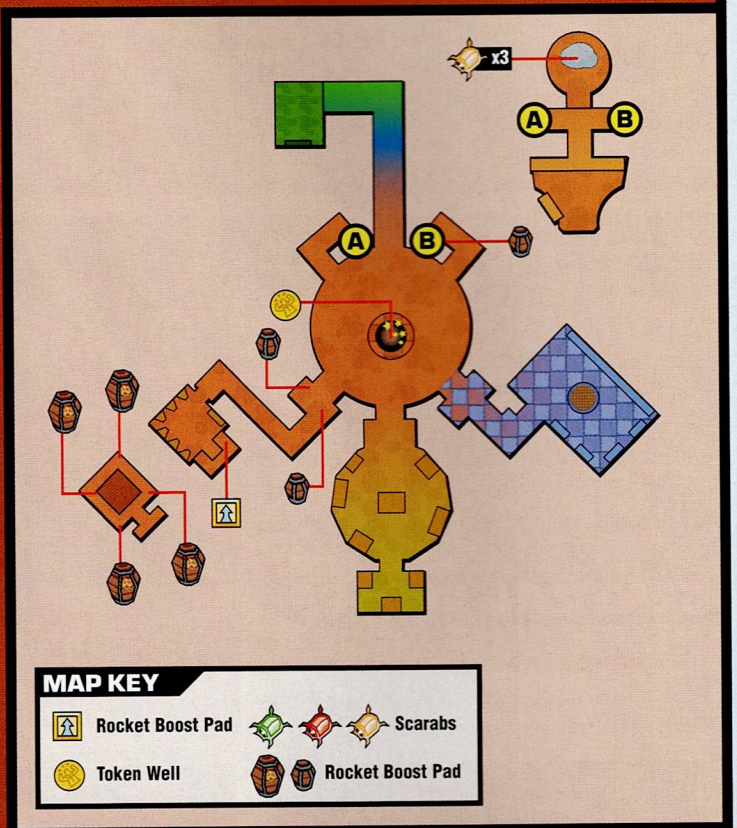




Even though Shabunga lists his prices, he is willing to haggle over the cost of some items. You can make him an offer and see if he'll take it.

FIND LOOSE CHANGE

You'll find Scarabs under a rock in a hidden room on your way to the Scarab game. Others are in baskets. Use a Rocket Boost Pad to reach a ledge that has several Scarab-holding baskets.



SCRAMBLE FOR SCARABS

In one of the store's remote chambers, Shabunga will challenge you to a Scarab-collection game. He'll throw an armful of Scarabs into the room. If you can catch them all without touching the dark ones within a time limit, you'll earn a prize.

THE WARPSTONE

The animated rock man with the Scottish accent rules over a garden and pond on the upper outskirts of ThornTail Hollow. He may not warm up to you at first, but once you treat him to some Rock Candy, he will reluctantly warp you to some out-of-the-way destinations. He will even offer you a valuable gift as you advance.

WARP TO ICE MOUNTAIN

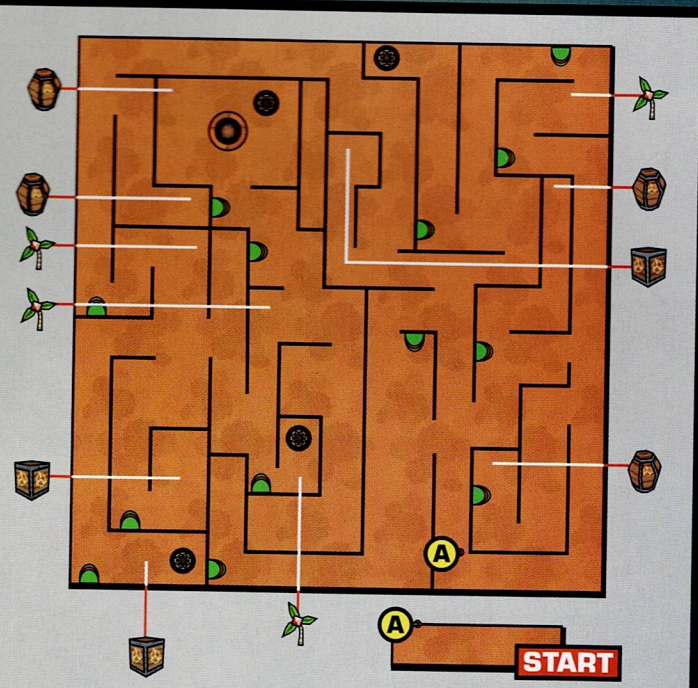
You'll encounter the WarpStone early in your adventure. After Queen EarthWalker asks you to save her son, you'll discover that the only way to get to Prince Tricky's location is with help from the WarpStone. A Rock Candy gift will break the ice between the two of you and will prove to be your ticket to Ice Mountain.

WARP TO KRAZOA PALACE

The WarpStone understands the power of the Krazoa Spirits and appreciates how important it is that they be returned to their places in the palace. Whenever you are possessed by a spirit, the WarpStone will be happy to send you to Krazoa Palace.

ENTER THE MAZE

The underground passages under the WarpStone form a maze. Any time you want to pick up gems or life-replenishing items, you can enter the maze and have a look around. Drop tokens in the Token Well there to unlock some cheats.

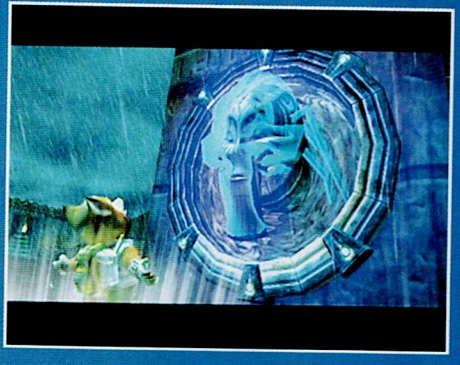


MAP KEY

SharpClaw Basket | Magic Plant | SharpClaw Crate

KRAZOA SPIRITS

The sacred spirits who protect the magical interests of Dinosaur Planet scattered to the far corners of Dinosaur Planet and its new moons when General Scales and his SharpClaw army took over. In addition to collecting the four SpellStones, you must take all of the Krazoa Spirits back to the palace for the planet to be reformed and for peace to return to the land.



TAKE CONTROL

ARWING OPERATION

Before you can explore Dinosaur Planet and its surrounding moons, you've got to get to your destination. When it comes to flying through debris-packed space zones, the Arwing is your vehicle of choice. You'll zig, zag, dive and climb with pinpoint accuracy as you make your way around obstacles, shoot down enemy spacecraft and collect precious Gold Rings.

L AND R BUTTONS

The L and R Buttons allow you to tilt to the left and right. Press them lightly to bank as much as 180 degrees. Press them until they click to make the Arwing spin.

CONTROL STICK

Use the Control Stick to steer the Arwing up, down, left and right. Press Up to descend and press Down to ascend.

Y BUTTON

Tap the Y Button for a brief burst of speed. Press and hold the button for a slightly longer speed burst.

X BUTTON

Press the X Button to apply the brakes and reduce your speed.

A BUTTON

The A Button controls the Arwing's lasers. Press the button quickly and repeatedly for a steady laser attack.

B BUTTON

After you collect a bomb upgrade, you can launch it by tapping the B Button. Hit B again when the Bomb is in the air to detonate it.

START BUTTON

Press the Start Button to pause the action.

SCREW ATTACK

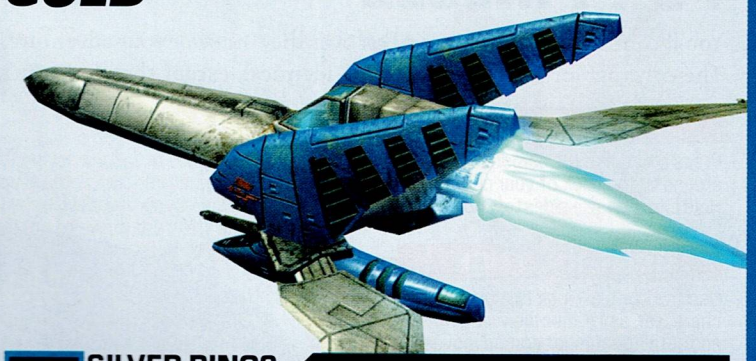
Press the L or R Button until it clicks into position to initiate a temporary spinning move. A spin protects your ship from laser attacks and allows you to take slightly tighter turns.

SPEED CONTROL

The Arwing advances through space at a steady rate. You can adjust your speed slightly by pressing the X and Y Buttons. It takes time for the Y-generated boosting power and X-generated braking power to regenerate, so use the maneuvers sparingly.

ACCUMULATE POWER AND GOLD

As you fly through space debris, you must keep your eyes open for upgrades and rings. Upgrades make your lasers stronger or give you the ability to release bombs. By accumulating Gold Rings, you can make the force fields around your destination disappear.



GOLD RINGS

You must collect a certain number of Gold Rings to clear the way to your destination. The number of Gold Rings that you have to collect depends on where you are going.

SILVER RINGS

Silver Rings don't contribute to the destruction of force fields, but they do contribute to your score and energy. Collect them to stay alive longer and to make your way up the High Scores list.

GOLD X RINGS

The centers of some Gold Rings are blocked by obstacles that are marked with an X. Before you can fly through a blocked ring, you must aim for the X and destroy the obstacles.

MOVING RINGS

Some Gold Rings move up and down, or left and right. As you approach a moving ring, watch the way that it moves and try to anticipate where it will be when you get close. You can also use your speed controls to time your approach.

SPECIAL BOXES

Each box marked with an S holds an upgrade. Fire on boxes to destroy them and reveal the nature of the power-up item.

LASER UPGRADE

Your success in enemy- and asteroid-packed areas depends on the strength of your weapons. Laser upgrades add power to your laser blasts, decreasing the number of times you must hit an obstacle to destroy it.

BOMBS

The best way to clear a large collection of obstacles is with bombs. After you release a bomb, it will shoot out into space and explode, hitting every object in its range with tremendous force. You can make it detonate earlier by tapping the B Button.

MOVING X RINGS

You will occasionally encounter an X-blocked ring that moves. Fire rapidly as you approach the ring to clear away the obstacle and be ready to adjust your speed to catch it as it moves.

FOX FINESSE

You'll control both Krystal and Fox over the course of your adventure. The controls for both characters are identical, except that you won't have a staff when you are in control of Krystal. Move, roll, climb and fight your way to victory.

L BUTTON

Press L to make the camera swing around to the back of your character. Hold L to execute sidestep mode.

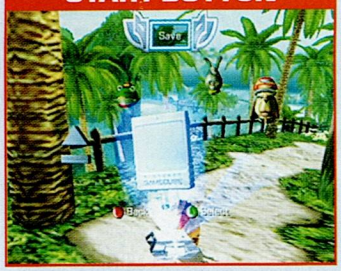
CONTROL STICK

Use the Control Stick to move your character, aim projectile weapons and activate combat combo moves.

CONTROL PAD

Press Left and Right on the Control Pad to cycle through the three functions of your PDA.

START BUTTON



Press Start to pause the action and call up your Star Fox Team communication interface.

C STICK

You can use the C Stick to call up your inventory and select items, or to zoom with the Hi-Def Display Device.

B BUTTON

The B Button is the cancel button. Use it to put away the staff, close menus and break from battle.

A BUTTON

The A Button is the action button. Use it to attack, activate selected items and talk to other characters.

Y BUTTON

If you press Y after selecting an entry in your menu, you will assign the selected function to the Y Button. In battle, use the button for staff power attacks.

R BUTTON

Press and hold the R Button to block or create a defensive force field with your staff.

Z BUTTON

Press the Z Button to toggle in and out of first-person perspective.

X BUTTON

Press the X Button to roll. You can avoid enemies with a roll and make hard landings softer.

"A" IS FOR "ACTION"

The A Button initiates several different actions, depending on the situation. If you position your character close to another character, a sign or an object that you can manipulate, a green A Button icon will appear on the screen. Press the A Button to interact with the character or object. The A Button also triggers attacks and activates the selected item or action in your C Stick inventory.

You can initiate the most pressing action with a tap of the A Button. Talk to creatures, hit switches or grab onto objects that you can manipulate.

AUTOMATIC ACTIONS

Fox McCloud is an athletic adventurer with the ability to jump far and climb high. He will jump automatically if you steer him over a ledge and he'll climb if you push him up against a climbable surface.

C YOUR INVENTORY

The main function of the C Stick is to call up and cycle through the inventory menu. Press A to use the selected item or press Y to assign the item to your Y Button.

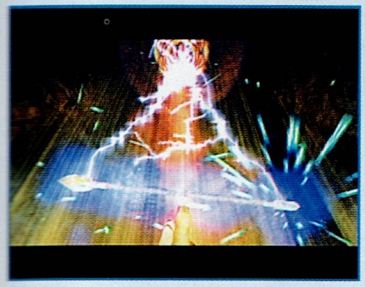
STICK TO IT

Your first activity while controlling Fox McCloud will be to find Krystal's staff. You can use the versatile tool to fight enemies, activate switches and perform staff upgrade functions.

MASTER STAFF COMBAT

When you engage in combat with adversaries, you can use your staff in several different ways. Press the A Button to swing the staff and hold the Control Stick in one of four directions to initiate a combination attack. By pressing Down while you attack, you can spin the staff and power it up. Press X to roll and stun some enemies with your next attack.

UPGRADE STAFF ABILITIES



On several occasions, you will find places where you can upgrade your staff power. Some staff upgrades give the staff new powers. Others increase your gem-holding capacity.

FIRE BLASTER

The Fire Blaster is the first staff upgrade that you will find. Use it to shoot blasts of energy at enemies and Fire Blast Switches.

ROCKET BOOST

The Rocket Boost propels you up to high ledges and out-of-the-way areas. You can use it only on Rocket Boost Pads.

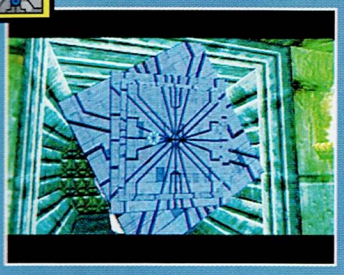
ICE BLAST

You can extinguish flames and freeze enemies with the freezing mist of the Ice Blast.

GROUND QUAKE

Shake the area around you with a Ground Quake and stun nearby enemies. An advanced Ground Quake upgrade is powerful enough to knock over the bulky members of the RedEye tribe.

PORTAL DEVICE



The special square doors that have circular openings in their centers are called "portals." Once you have the Portal Device, you can use if to insert the staff into a portal's center and make the portal open.

SHARPCLAW DISGUISE

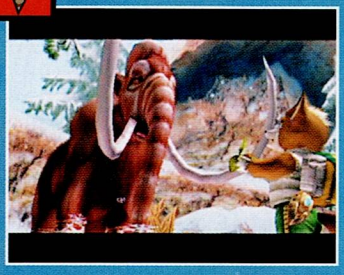
You'll earn the SharpClaw disguise as you explore the SharpClaw-controlled CloudRunner Fortress. Use it to fool SharpClaw guards, carry items that only SharpClaws can carry and initiate actions by standing on SharpClaw pads.

ITEMS AND UPGRADES

FOX'S FINDS

During your struggle to bring the broken pieces of Dinosaur Planet back together, you will accumulate a lot of stuff. Some items will help you stay alive. Some will help you help others. Some will act as keys to locked areas. As you embark on your journey, it pays to know what you should be looking for and what each item can do for you.

ALPINE ROOT



You may not want to eat Alpine Roots yourself, but SnowHorns thrive on them. The best way to get a SnowHorn to do something for you is to feed it a root or two.

BLUE GRUBTUB FUNGUS

EarthWalkers are goofy for GrubTubs. Before you can get Tricky to do anything for you, you must offer him a handful of the mushrooms. You'll find them all over Dinosaur Planet. Stun them with Fire Blaster shots or wait until they are asleep to collect them.

BAFOMDAD

The happy, hopping BafomDads revive you and replenish some of your energy after your energy meter has been depleted. Tricky will root out some BafomDads for you. You'll find others in crates and on ledges.

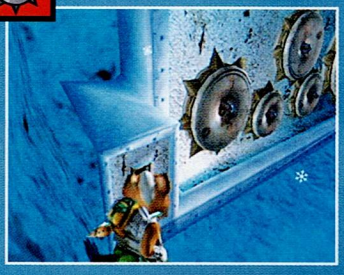
BOMB SPORE PLANT AND BOMB SPORE

When you hit a Bomb Spore Plant with a Fire Blast shot, it explodes, creating a wave of damaging energy and blowing holes in weak walls and soft ground. Some Bomb Spore Plants also spawn Bomb Spores. Cultivate the spores to create plants and blast through rock to caves and hidden areas.

BAFOMDAD HOLDER

For a small fee, you can purchase a BafomDad Holder in the ThornTail Hollow Store. It allows you to have more than one BafomDad in reserve at a time.

BRIDGE COG



You'll find a collection of Bridge Cogs in the DarkIce Mines area. You'll use them to fix mechanisms that extend bridges across wide gaps.

CLOUDRUNNER FLUTE

Queen CloudRunner has lost track of her children. She'll give you a special flute that will instruct her children to fly to her. You'll use it to gather the princes and princesses in CloudRunner Fortress.

FIREFLY

FireFlies bring light to the FireFly Lantern. After a FireFly burns out, you must put another one into the the lantern. You can purchase them at the store or find them near dark areas.

DINOSAUR HORN

SnowHorns respond to the sound of the Dinosaur Horn. You can use it to call a SnowHorn for a ride and to make your way through a SnowHorn obstacle course.

FIREFLY LANTERN

The FireFly Lantern is required equipment for your adventure in the ancient well. You can purchase it at the ThornTail Store.

DUMBLEDANG TREE AND POD

Tropical DumbleDang Pods grow on tall palm trees. You can knock them to the ground by shaking the trees with your staff. Pick up a pod to replenish a portion of an energy unit.

FROST WEED

If there is something that SnowHorns like more than Alpine Roots, it's Frost Weeds. You'll feed Frost Weeds to Garunda Te, with Tricky's help, in an effort to save the DarkIce Mines GateKeeper from an icy prison in SnowHorn Wastes.

FIRE GEMS

Two Fire Gems act as keys to Ocean Force Point Temple. You'll get one of them from a scheming LightFoot and the other from a statue near the temple entrance.

FUEL BARREL GENERATOR AND BARREL

Fuel Barrels explode when they are exposed to heat or hard landings. You can use their explosive properties to destroy some obstacles. After you use a Fuel Barrel, a nearby Fuel Barrel Generator will create another one.

FIRE WEED

When the ThornTail Hollow Beacons are extinguished by menacing SharpClaws, the dinosaurs will call on you to restore the fire. You'll use Fire Weeds and Tricky's Flame Command to light the beacons.

FUEL CELL

Fuel Cells power the Arwing fighter. You must have a certain number of Fuel Cells to reach each new destination. You'll find the items scattered throughout Dinosaur Planet. Use the Fuel Cell Compass to find the closest one.

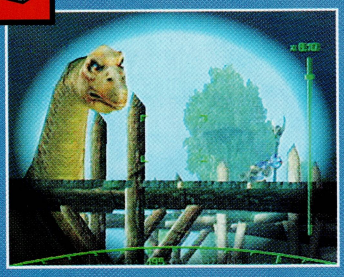
GOLD BARS

You'll meet a gold-hungry dinosaur on your first trip to Cape Claw. He'll ask you to dig up four Gold Bars on the beaches. After you return to him with the gold, he'll help you progress on your quest to free Queen CloudRunner.

MOONSEED

You can collect MoonSeeds after you defeat the creatures that pop out of craters in the upper reaches of Moon Mountain Pass. Plant the seeds in planting patches and use Tricky's Flame to make them grow into climbable vines.

HI-DEF DISPLAY DEVICE



Your first-person perspective view will gain new focus when you purchase the Hi-Def Display Device. You must have it during your quest to collect the Sun and Moon Stones on your second visit to the Walled City.

PDA

Fox never leaves his ship without his PDA. You can use it to find Fuel Cells, call up a map of the current area (provided that you have purchased the map from the ThornTail Hollow Store) or get a description of nearby objects.

KEYS

Many inhabitants of Dinosaur Planet, as well as many valuable items, have been locked away in prisons and vaults. You must collect the keys necessary to open locked doors.

POWER KEY

General Scales has cut power to the CloudRunner Fortress wind lifts. You'll get the power key from a BoneHead. Use it to enter the power generator room.

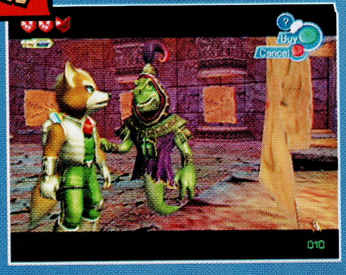
LIGHT GEMS

Three glowing gems give power to the CloudRunner Fortress generator. You must find them in the fortress to restore the power.

PUKPUK EGG

PukPuk Eggs are delicious and good for you. Each egg replenishes a full unit of your energy meter.

MAP



Shabunga sells maps of nearly every location that you will explore. After you purchase the maps, you will find their data in the PDA.

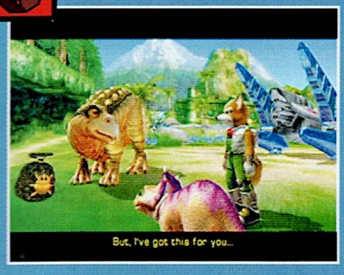
REDEYE TEETH

The Gold and Silver Teeth of the Walled City act as keys to the chamber below the main temple. You'll use them on your way to the RedEye boss battle.

ROCK CANDY

One of the first items that you will purchase from the ThornTail Store is a large, crunchy treat that will put you in the WarpStone's good graces.

SCARAB BAGS



As your adventure progresses, you will collect bags that hold more and more Scarabs, increasing the number of items that you can purchase at the store.

SCARABS

Scarabs are currency on Dinosaur Planet. You can use them to purchase items at the store and to bribe your way into some passages. You'll find them in baskets and under rocks. They scatter when exposed to light. The most valuable Scarabs are the fastest.

SHARPCLAW BASKET

You can pick up and toss small baskets and slash large baskets with your staff. After you break them open, you'll find valuable items inside.

SHARPCLAW CRATE

Some crates block passages and Rocket Pads. Most crates hold useful items, such as PukPuk Eggs. You can break large crates with your staff and pick up small crates while wearing the SharpClaw disguise.

SHARPCLAW ITEMS

SharpClaws carry some items that you can't carry as Fox McCloud. Before you can pick up certain barrels and baskets, you must activate the SharpClaw disguise that you will acquire during your CloudRunner Fortress adventure.

SNOWHORN ARTIFACT

The LightFoots aren't the only characters who take items that don't belong to them. Shabunga acquired a SnowHorn Artifact from the SnowHorn Tribe long ago. You'll need the Large Scarab Bag to carry all of the Scarabs required to purchase it from Shabunga's store.

SPELLSTONES

The four SpellStones of Dinosaur Planet help keep the planet together. You must return two SpellStones to Volcano Force Point Temple and two SpellStones to Ocean Force Point Temple to help restore peace to the planet.

STAFF ENERGY GEM AND MAGIC PLANT

Your staff upgrades use energy. You can replenish staff power by collecting gems. They grow on Magic Plants. Cut the plants with your staff and collect the gems.

SUN AND MOON STONES

On your last visit to the Walled City, you will collect the Sun Stone and the Moon Stone in the Sun and Moon Temples. You'll use them to access the Krazoa test warp.

TOKEN WELL

You can buy Cheat Tokens from magic wells scattered throughout Dinosaur Planet and its satellites. Throw them into the well in the Game Well Maze to activate game cheats, such as a Credits-viewing option or a music test.

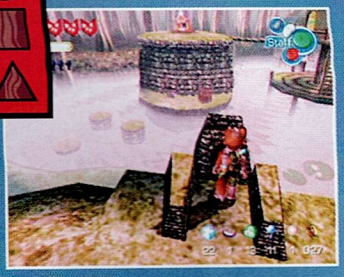
WHITE GRUBTUB FUNGUS

While Blue GrubTub Fungus is an EarthWalker staple, White GrubTub Fungus has medicinal value. You'll collect six of the mushrooms to help Queen EarthWalker when she is ill. You can find them in the darkness of the ancient well.

TRICKY'S BALL

Tricky is a playful pup of an EarthWalker. When he's bored, he likes to run and chase things. You can buy a ball in the store for him to play with. As you play with him, he'll change colors!

WOODEN COGS



After your first visit to Ocean Force Point Temple, the LightFoot Tribe will take you captive. Once you escape, you'll use three wooden carvings to operate mechanisms that will allow you to explore the village.

USING THE GUIDE

The strategy pages of the guide cover the entire game, organized by area. After the prologue, you'll start in the Dinosaur Planet section, then flip to other sections as the story moves to the planet's satellites. You'll return to the Dinosaur Planet section several times, always turning to the page that follows the last Dinosaur Planet chapter that you read.

CHECKLIST

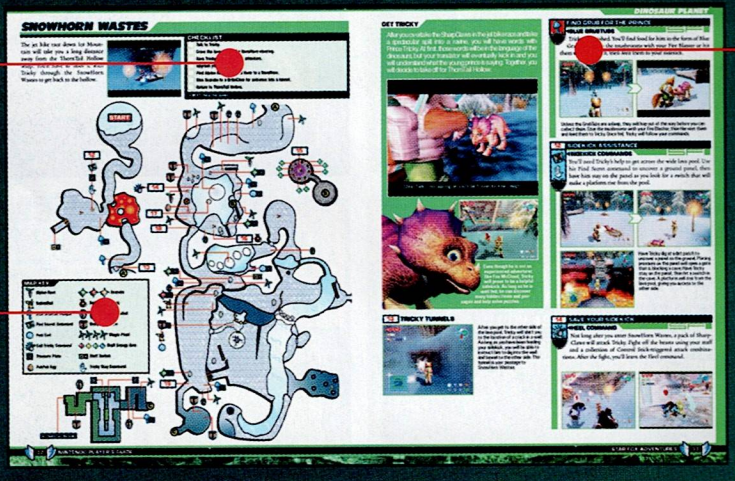
Every time the story takes you to another part of Dinosaur Planet or to one of the planet's moons, you'll find a checklist that covers the activities you will participate in as you progress.

MAP KEY

A key accompanies every map. Using symbols, it indicates all of the important objects and items that will be available to you in your current exploration of an area.

MAP

A map details every area and points to items that you can collect using the tools that you have collected. Some maps are shown several times. The item placements on the maps are always updated to show the locations of obtainable items.



ICON

Item, upgrade and sidekick command icons accompany tips that explain situations where you can use the pictured tool to advance.

NUMBERED TIP

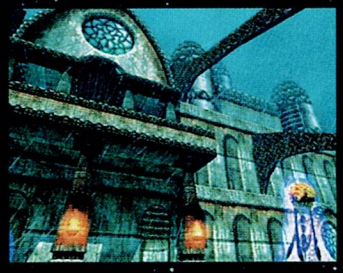
1 Tips are numbered to reflect their logical place in the game's progression. You'll find a quick description of each tip, from first to last, in the Tip Index at the end of the guide.

TRAVEL TIME

STOP When you reach the end of a section, you'll see a "Stop" sign and a page number indicating where you should go next to continue the adventure.

PROLOGUE

A young woman looking for answers about past events finds herself in the middle a developing struggle between the SharpClaw army of General Scales and the inhabitants of Dinosaur Planet. The adventure begins with Krystal on the back of a CloudRunner, battling Scales's flying ship, and it continues after Krystal finds herself in a crystal prison in Krazoa Palace.



PROLOGUE

Krystal's Capture

THE ADVENTURES BEGIN

While on a mission to uncover the truth about the deaths of her parents, a young woman finds herself in the middle of an epic struggle. The story of Dinosaur Planet begins.

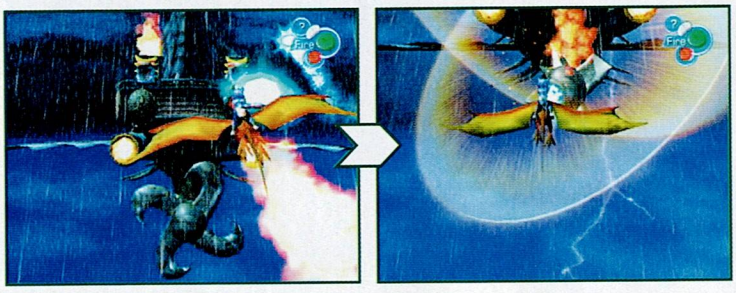
CHECKLIST

- [x] Battle General Scales's flying ship.
- [x] Collect the Krazoa Palace Key and confront General Scales.
- [x] Fly to Krazoa Palace, open a door and break through boxes.
- [x] Use a Fuel Barrel to break into the building.
- [x] Talk to the EarthWalkers.
- [x] Warp to Krazoa Shrine.
- [x] Take the Krazoa Test of Observation.
- [x] Collect, then release, the Krazoa Spirit.

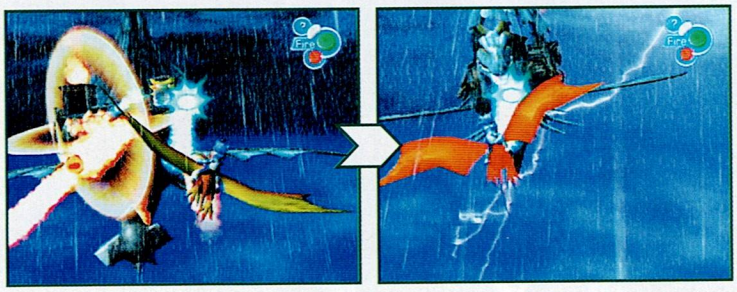
• NEXT: Fly to Dinosaur Planet

FIGHT THE FLYING SHIP

Controlling Krystal on the back of a CloudRunner, you will find yourself behind a flying ship that has a huge propeller and aft-firing guns. Fire at the guns until they catch fire, then concentrate on the propeller. After the propeller is gone, the guns will recharge. Knock them out again, then hit the figurehead when the ship turns to face you.



Fire on the guns and the propeller of the massive ship and fly out of the way of its shots. You should be able to do a lot of damage with little effort.



After the guns are repaired, hit them again. With its guns finally disabled for good, the ship will turn around and charge. Concentrate your fire on the fireball-spitting dragon figurehead.

CLUES AND A KEY

KRAZOA PALACE KEY

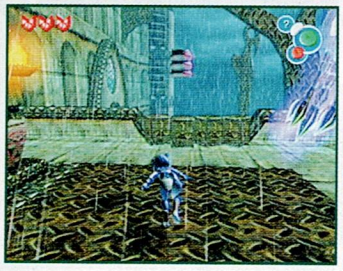
Step onto the deck of the ship and make your way up to a bird in a cage. After you exchange a few words with the bird, he will open the doors to the cargo compartment. Go below deck to collect the Krazoa Palace Key.

GENERAL ALERT

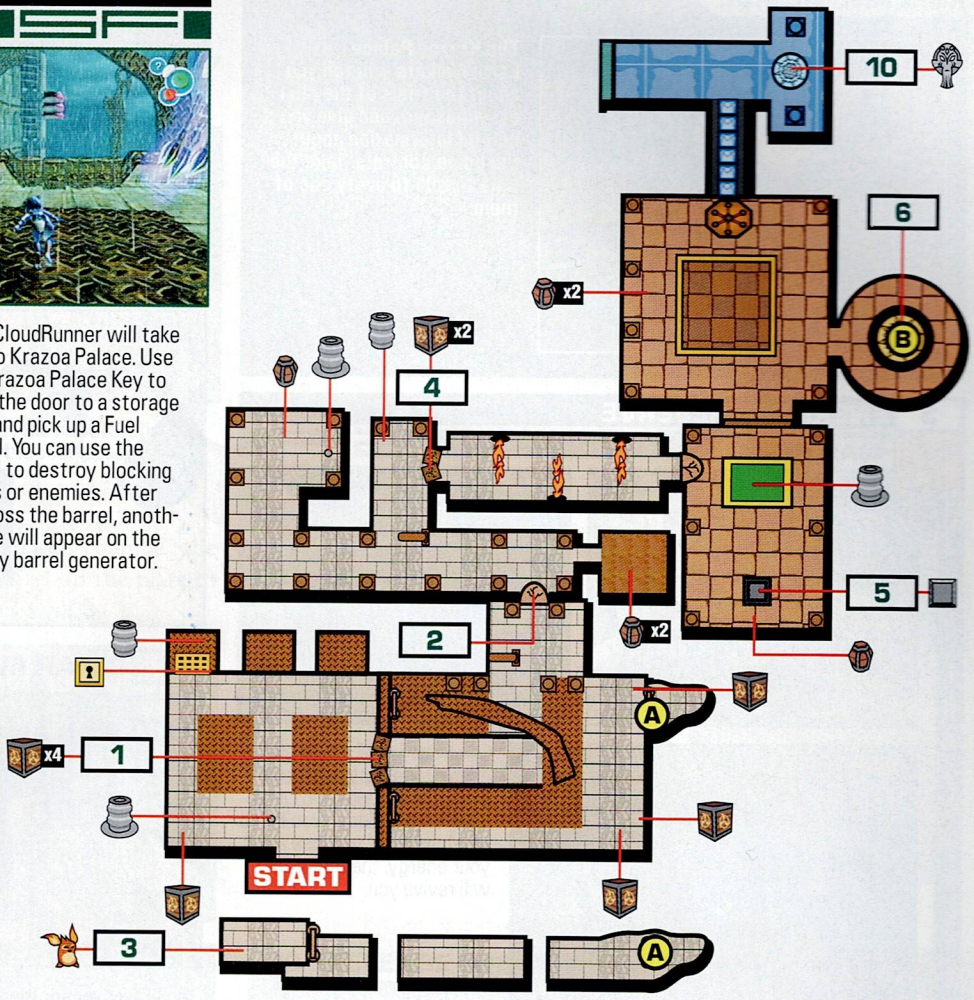
After you return to the upper deck, you'll encounter nasty General Scales. He'll let you know about the hardships that he has brought to the creatures of Dinosaur Planet, then kick you off the failing ship. Luckily, your CloudRunner will be there to catch you.

1 OPEN A DOOR, FIND A TOOL

◂FUEL BARREL



Your CloudRunner will take you to Krazoa Palace. Use the Krazoa Palace Key to open the door to a storage area and pick up a Fuel Barrel. You can use the barrel to destroy blocking boxes or enemies. After you toss the barrel, another one will appear on the nearby barrel generator.

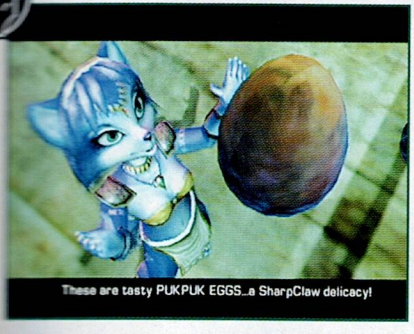


MAP KEY

- BafomDad
- Fuel Barrel
- Fuel Barrel Generator
- SharpClaw Crate
- Pressure Plate
- Release Krazoa Spirit
- SharpClaw Basket

HEART HELP

◂PUKPUK EGG



You'll find a dinosaur delicacy inside the first crates that you destroy with an explosive barrel. Each PukPuk Egg regenerates a full section of your energy meter.

POWER PRODUCTION

◂FUEL BARREL GENERATOR

As soon as you use a Fuel Barrel, the Fuel Barrel Generator on the main deck will produce another one. Be sure to pick up a barrel from the generator before you make your way down the ramp.

AVOID AIRBORNE ENEMIES

The creatures that hover over the open deck of Krazoa Palace kick out their tentacles as they spin and deliver damaging blows. You can destroy the creatures with exploding barrels or simply avoid them altogether as you explore the area.

ADDED ENERGY

◂DUMBLEDANG POD

In addition to PukPuk Eggs, you will find energy-restoring DumbleDang Pods. They're not quite as powerful as the eggs, but every little bit helps.

INFO AND ADVICE

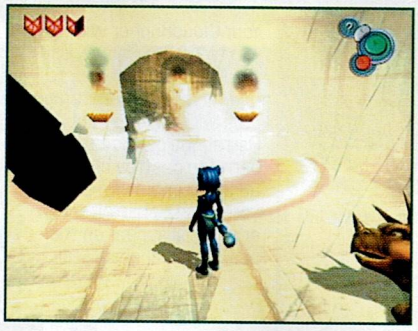
The Krazoa Palace EarthWalkers will tell you about the trials of the planet's dinosaurs and give you helpful information about the game controls. Take the time to talk to every one of them.

3 ENERGY IN RESERVE

◀BAFOMDAD

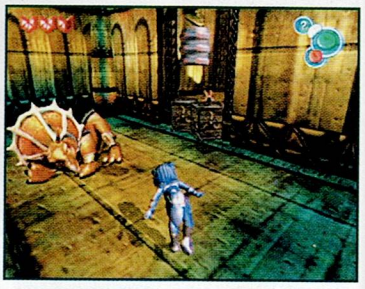
Climb down the ladder on the edge of the deck, jump over several wide gaps and climb up another ladder—you'll find a BafomDad. If you lose all of your energy, the BafomDad will revive you.

2 BRING A BARREL BELOW



As you explore the lower area of the Krazoa Palace deck, you will discover a cracked wall. Collect a barrel from the generator, carry it down the ramp and toss it in the direction of the cracked wall. You'll blow open an entrance to the palace interior.

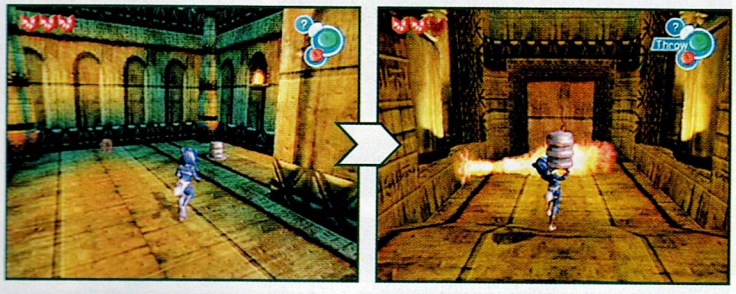
4 CLEAR AWAY THE CRATES



You'll discover another barrel and blocking crates inside the palace. Toss the barrel at the crates to clear the way.

5 DESTROY THE DOOR

You'll find a Fuel Barrel Generator around the corner from where you found the first interior barrel. Pick up a barrel and take it with you as you run down the flame-filled hall, then destroy the door at the end.



Grab a barrel from the generator, enter the long hall, avoid the flame jets and destroy the weakened door. Place a barrel on a plate in the next area to open a door.

6 DINOSAUR DIALOGUE

The EarthWalker at the entrance to the Krazoa Palace Shrine will fill you in on the struggles of the dinosaurs and open a door to a Krazoa Shrine warp. If you can show that you are a worthy adventurer in a Krazoa Spirit test, you will free one of the spirits and begin the task of mending the wounds that General Scales has opened.

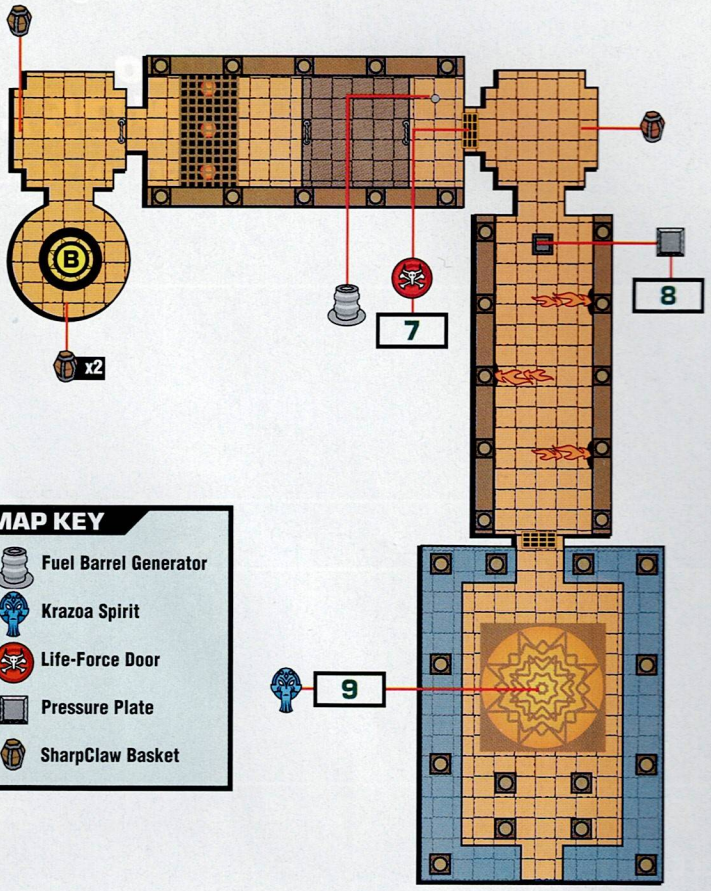
7 LIFEFORCE FOUND

On your way to the Krazoa Spirit, you will encounter several obstacles. The first obstacle is a Life-Force Door, which is powered by the enemy in the room. If you destroy the enemy, you'll destroy the door.

Cross the pit to the barrel and the Life-Force Door, then toss the barrel at the enemy in the pit. A direct hit will make both the enemy and the door disappear.

8 APPLY PRESSURE

When you stand on the pressure plate in the second long chamber, the gate at the other end will open. You can put a barrel on the plate to keep it open or just make a run for it.



MAP KEY

- Fuel Barrel Generator
- Krazoa Spirit
- Life-Force Door
- Pressure Plate
- SharpClaw Basket

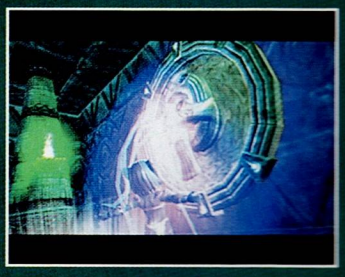
9 BASKET WATCHING

When you reach the Krazoa Spirit, it will put your observational skills to the test. You'll pass the Krazoa Test of Observation if you can find the spirit in a collection of moving baskets.

The Krazoa Spirit will fly into a basket, then the baskets will move. After they stop moving, you must touch the spirit's basket. You must complete the exercise three times in a row to pass the test.

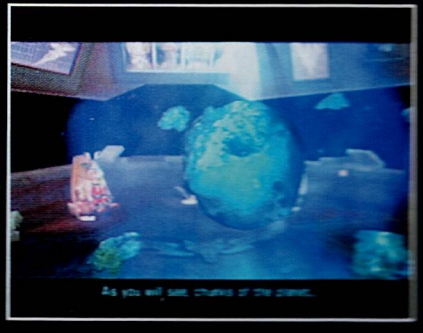
10 RELEASE THE SPIRIT

The Krazoa Spirit will possess you after you pass the test. Return to the entrance to the shrine and take a rising platform up to a new area. You will release the spirit, and Krystal will become a prisoner of the palace.



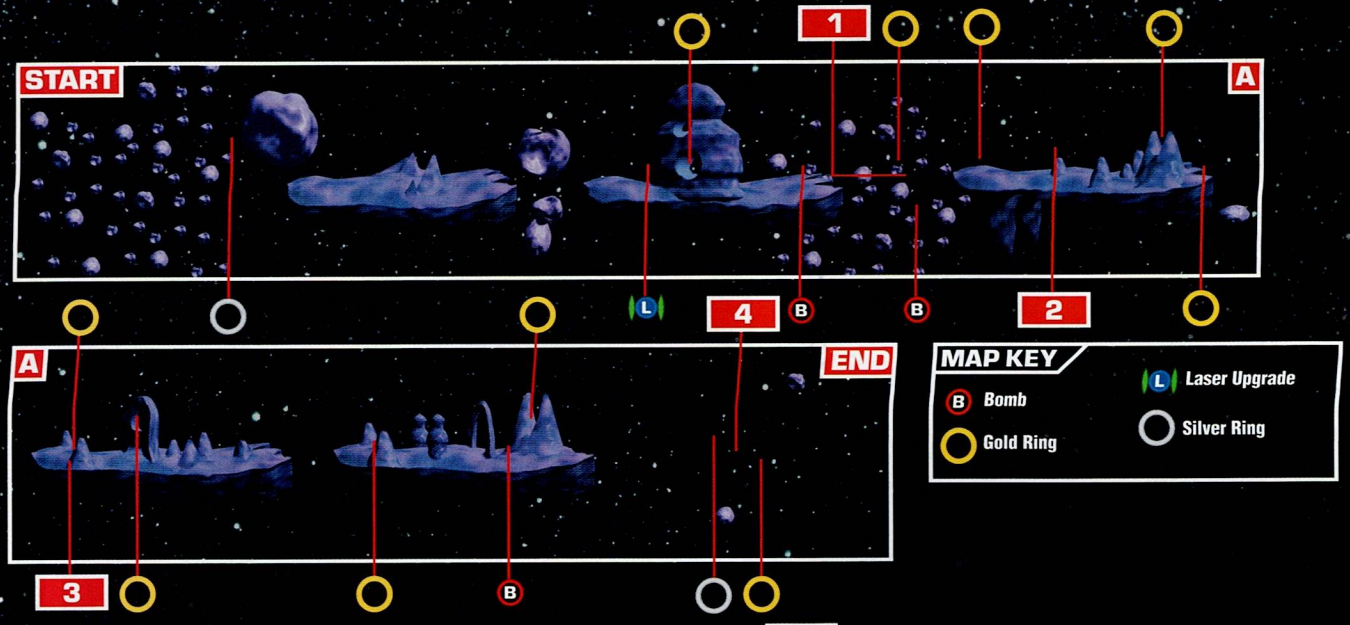
TEAM STAR FOX TO THE RESCUE

With Krystal encased in a glass prison, the story turns to Fox McCloud and his crew. General Pepper clues the crew in on the problems that face Dinosaur Planet. Several sections of the planet have broken away from the main sphere. The general tells Fox to go to the planet and investigate the situation. The inhabitants of the planet need assistance, and the adventuring Fox can provide a helping paw.



FLY TO DINOSAUR PLANET

FLY THROUGH 1 GOLD RING TO REACH DINOSAUR PLANET



CLEAR THE WAY

You can destroy each small rock with a few blaster shots and each mine with a single shot. Target the obstacles in your path and blow them away.

1 FANCY FLYING

You'll find the second Gold Ring and a bomb power-up in a cloud of small asteroids. Immediately after you collect the ring, dive down and to the right to grab the bomb.

2 RINGS IN A ROW

In the middle of your flight, you will find several Gold Rings, one following the next. As soon as you collect a ring, another one will be in your sights. Grab them both and keep going.

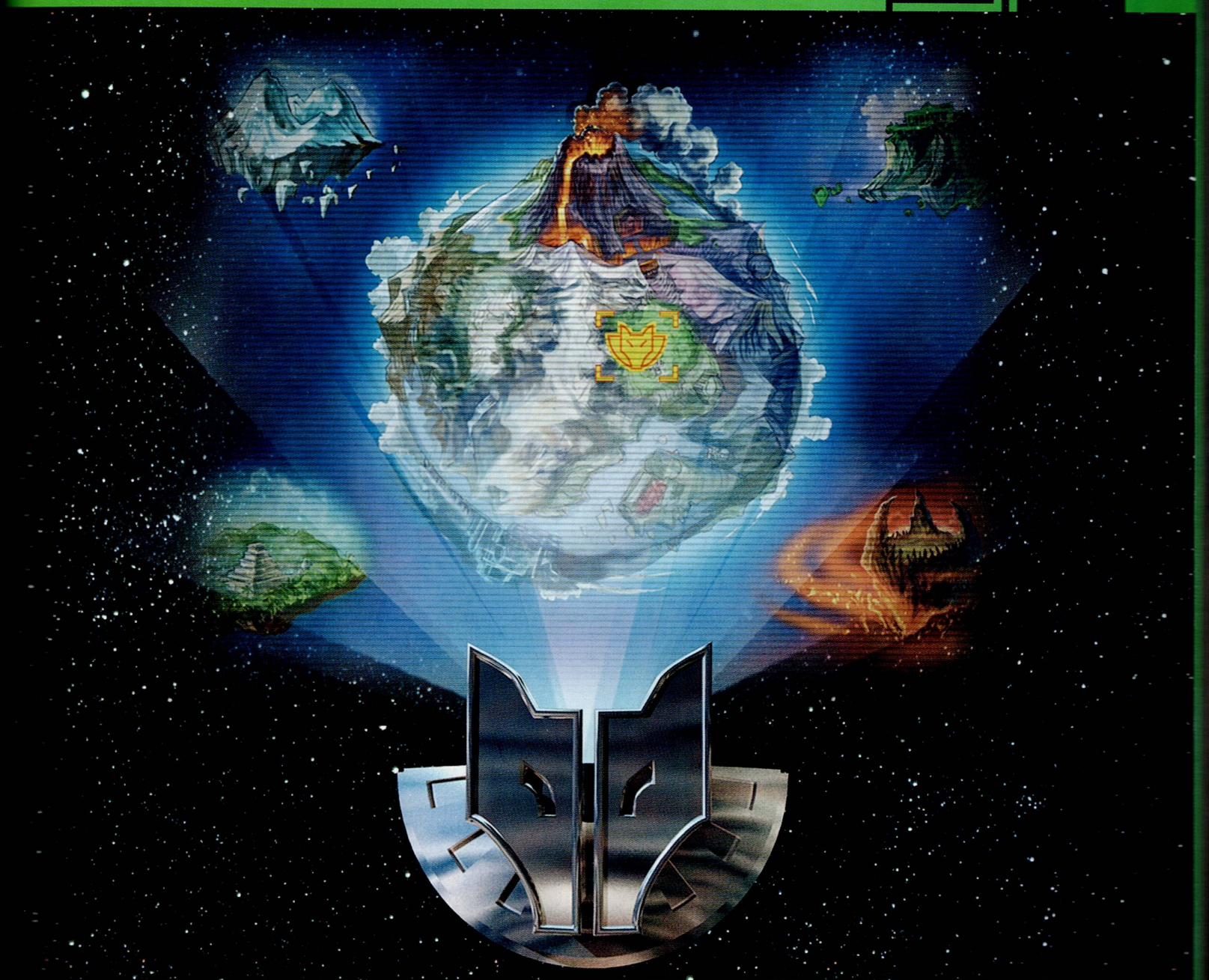
3 TWO CLOSE

The sixth and seventh Gold Rings are practically on top of each other. Grab the sixth one, veer left and head for the seventh.

4 FIGHT FIRE WITH FIRE

The final Gold Ring is among a large group of mines and enemy ships. Use a bomb to destroy the ships as you close in on them, then collect the final ring with ease.

DINOSAUR PLANET



While you will have many adventures on Dinosaur Planet's moons, the planet proper will serve as the hub for your long quest to collect the SpellStones and to put them in their places. The main planet will be your source for Fuel Cells and a large collection of helpful items, and the inhabitants will provide you with tons of useful information.

DINOSAUR PLANET

A World Torn Apart

THORNTAIL HOLLOW

Fox McCloud's quest to bring the broken pieces of Dinosaur Planet back together begins in ThornTail Hollow, home of the peaceful ThornTail tribe and Queen EarthWalker. As you explore the planet and its errant satellites, you will return to ThornTail Hollow several times to get information from the queen and items from Shabunga's ThornTail store. You'll also use the massive WarpStone to travel to special areas, such as Krazoa Palace. After you bring the Arwing in for a landing for your first visit to the hollow, General Pepper will clue you in on how to communicate with the Star Fox team from the planet's surface.

The flight to ThornTail Hollow may be bumpy, but you will have a smooth landing. Once you're on the surface, General Pepper will give you tips on how to contact the team.

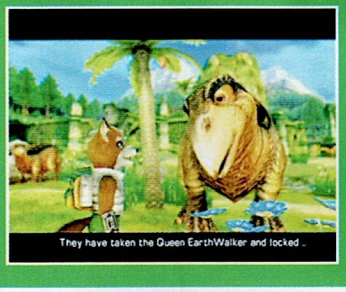
CHECKLIST

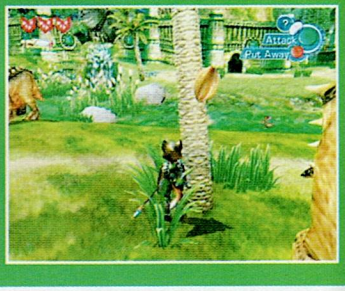
- [x] Collect Krystal's Staff.
- [x] Fight SharpClaw attackers and get the Fire Blaster staff upgrade.
- [x] Talk to the Queen of the EarthWalkers and set out to rescue Prince Tricky.
- [x] Use Bomb Spores to blast through weak walls.
- [x] Collect Scarabs to purchase a ThornTail Hollow Map and Rock Candy.
- [x] Give the Rock Candy to the WarpStone.

• NEXT: Warp to Ice Mountain

TALK TO THE TRIBE

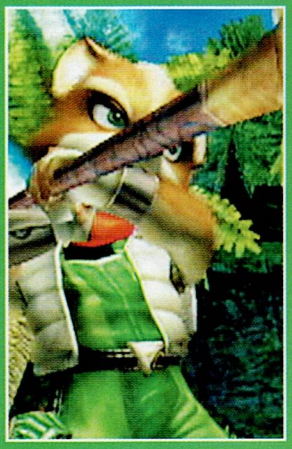
Whenever you arrive in a foreign land, it pays to get advice from the natives. You'll find large—but friendly—dinosaurs on both sides of the river. They'll give you clues about what to see and do as you explore ThornTail Hollow.

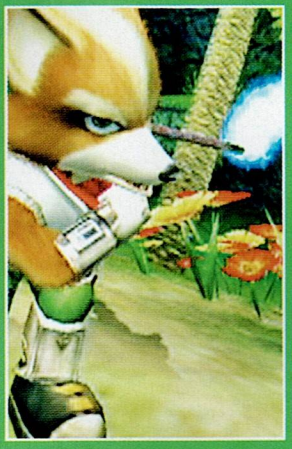




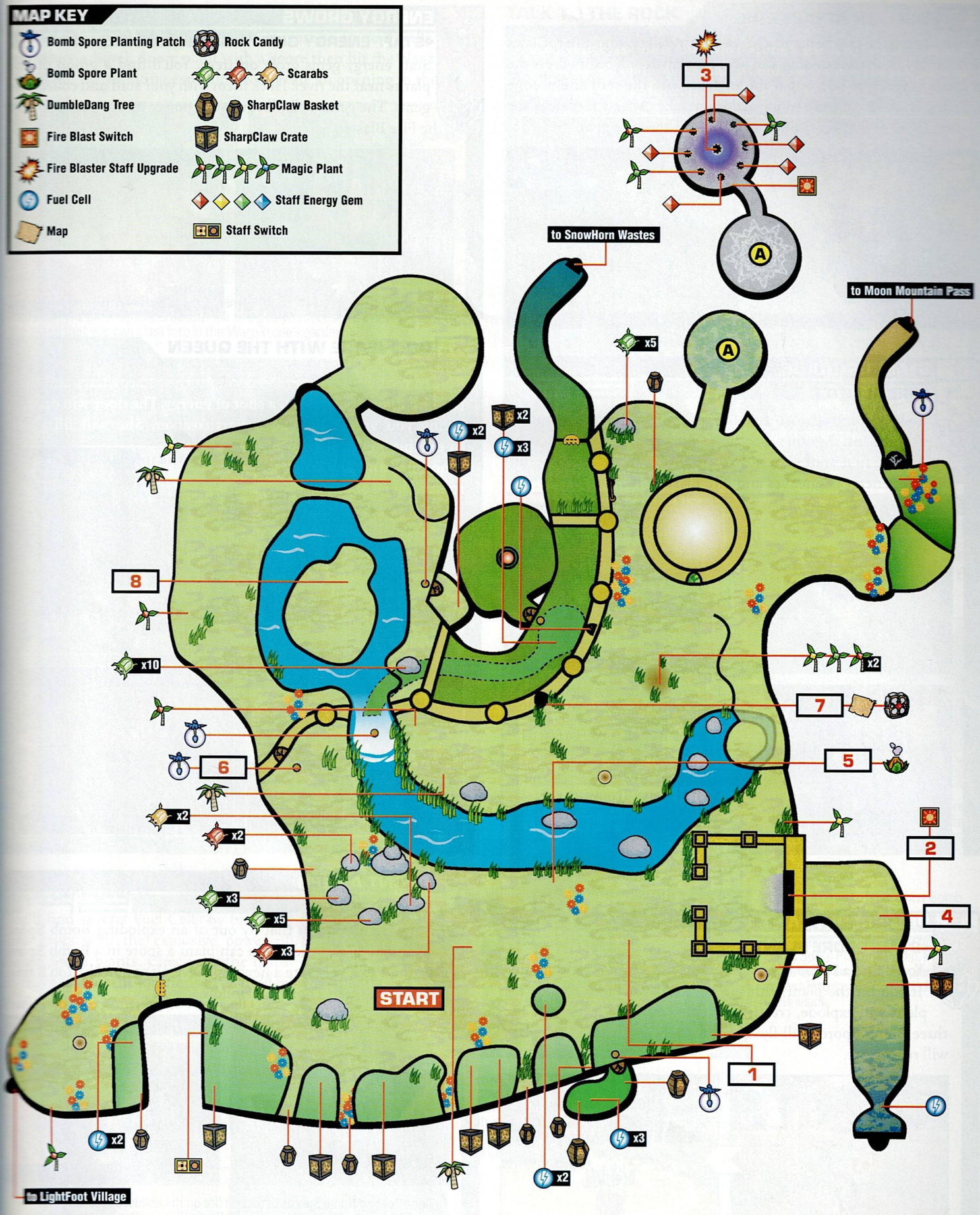
1 SEARCH FOR THE STAFF

In her battle with General Scales's airship, Krystal dropped her staff into the atmosphere of Dinosaur Planet. It landed in a flower patch in ThornTail Hollow. As adventurer Fox McCloud, you can find the staff and use it to explore the world.





After you pull the staff from the ground, Krystal's voice will tell you about using the staff as a weapon and a tool. As you explore Dinosaur Planet and its new moons, you will discover staff upgrades that give the weapon new powers, such as the ability to fire projectiles and release a freezing mist.


MAP KEY
Bomb Spore Planting Patch
Bomb Spore Plant
DumbleDang Tree
Fire Blast Switch
Fire Blaster Staff Upgrade
Fuel Cell
Map
Rock Candy
Scarabs
SharpClaw Basket
SharpClaw Crate
Magic Plant
Staff Energy Gem
Staff Switch
to SnowHorn Wastes
to Moon Mountain Pass
to LightFoot Village
START
A
1
2
3
4
5
6
7
8
x2
x3
x5
x10

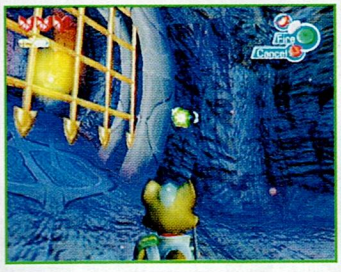
2 TAKE ON ATTACKERS

As you approach the home of Queen EarthWalker, four SharpClaws will emerge from the building and your first battle will begin. Press the A Button rapidly to lash out at the enemies with the staff and use the Control Stick to pull off combination attacks. After you defeat the SharpClaws, a Fire Blast Switch will appear above the door.

3 STAFF UPGRADE

◂FIRE BLASTER

Your victory against the SharpClaws will open a tunnel entrance on the other side of the river. Explore the tunnel and find the first staff upgrade. It will give you the power to fire blasts of energy at enemies and Fire Blast Switches.



Pull up a rock from the floor of the cave with your staff, then drop into a hole. You'll reach an underground chamber that holds the Fire Blaster staff upgrade and several staff energy gems. A gate blocks the chamber's exit. Hit the Fire Blast Switch with a blast of energy. The switch will change from red to green and the gate will rise.

5 POWERFUL PLANT

◂BOMB SPORE PLANT

You'll find a Bomb Spore plant near the Arwing's landing site. If you hit the plant with the power of your Fire Blaster, the plant will explode, creating a damaging wave of energy, and three Bomb Spores will fly into the air. Seconds later, the plant will regenerate.

ENERGY GROWS

◂STAFF ENERGY GEM

Staff energy gems grow on trees. You'll find a group of the plants near the river. Hack them with your staff and collect the gems. The gems will fill your staff power meter, giving fuel to the Fire Blaster.

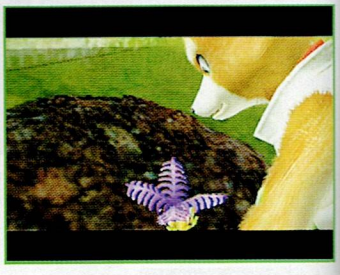
4 CONVERSE WITH THE QUEEN

Return to the place where you fought the SharpClaws and hit the Fire Blast Switch with a shot of energy. The door will open, giving you access to Queen EarthWalker. She will fill you in on the plight of the dinosaurs and ask you to save her son, Prince Tricky, on Ice Mountain. Your next step will be to use the WarpStone to reach the icy area. A ThornTail will clear the way to the WarpStone.

PLANT A SEED

◂BOMB SPORE

The Bomb Spores that fly out of an exploding Bomb Spore Plant are useful tools. You can plant a spore in a Bomb Spore Planting Patch to create a new explosive plant quickly. You'll find several patches in ThornTail Hollow.



Collect floating Bomb Spores after you fire on the hollow's regenerating Bomb Spore plant, then seek out Bomb Spore Planting Patches to plant the spores and create new explosive plants.

6 HAVE A BLAST

Most Bomb Spore Planting Patches are close to cracked walls. When you create a Bomb Spore plant with a spore then hit the plant with a Fire Blast, the resulting explosion will create an opening in the wall.

Plant a Bomb Spore in a Bomb Spore Planting Patch, then fire on the new plant. The explosion will blast open a cracked wall and give you access to a new area. One of the areas that you can blast into is the WarpStone's garden.

CASH ADVANCEMENT

SCARABS

The citizens of Dinosaur Planet use Scarabs as currency. You can find the valuable bugs under rocks and in baskets. At the beginning of your adventure, you can hold only 10 Scarabs at one time. After you collect the Scarab Bag, you'll be able to hold more.

Scarabs hide under boulders and in baskets. You can prop up a boulder with your staff. Press the A Button quickly and repeatedly for a powerful lift. When the Scarabs scatter, drop the rock and go after them. If you want to get a Scarab from a basket, lift the basket and smash it to the ground.

TALK TO THE ROCK

After you blast into the WarpStone's garden, you'll find the massive rock man on a small island. Hop onto the island and talk to the WarpStone. He'll help you if you bring him a treat.

FOX NEEDS FUEL

FUEL CELLS

You'll need Fuel Cells to fly the Arwing to the Dinosaur Planet satellites. The cells are scattered throughout many areas of the planet, including ThornTail Hollow. Seek them out.

Fox automatically leaps when you run past the edge of a ledge. When you're exploring the ledges that line the southern rock wall, have Fox leap to the tall rock that holds Fuel Cells. He'll grab onto the side and climb up.

PICK UP POWER

You'll find several Fuel Cells by breaking into caves with the explosive power of Bomb Spore plants. Check out the maps in this guide for the locations of all hidden Fuel Cells and consult the Fuel Cell Compass on your PDA for directions to the closest cell.

It always pays to have a few Bomb Spores on hand. While you're exploring the ledges that line the wall close to the queen's home, you'll find a Bomb Spore Planting Patch. Plant a spore there and blast the plant for access into a cave. You'll find Fuel Cells inside.

On your way to the WarpStone's garden, you'll discover a Bomb Spore Planting Patch under the waterfall. Plant a spore, then hit the new plant with a Fire Blast. The resulting explosion will give you access to a tunnel where you will find several Fuel Cells.

7 STOCK UP AT THE STORE

Shabunga's ThornTail Store is in a series of underground chambers, across the river from the Arwing's landing site. When you step into the store for the first time, Shabunga will greet you and give you a quick tour. The shopkeeper sells a wide variety of items, including food and maps. Even though you can bargain with Shabunga, you won't have enough Scarabs to buy many of the items in the store on your first visit. Your Scarab-holding capacity will increase later. Search Shabunga's store for a Scarab-collecting game.

When you pick up an item in the store, Shabunga will give you an initial price. You can raise or lower the amount that you are willing to pay by pressing Up and Down on the Control Stick. Press A to submit your offer.

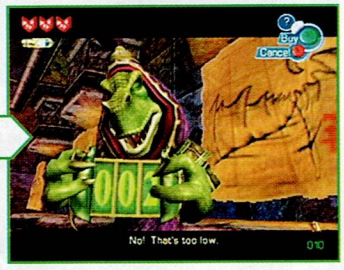
Magical sparks float from the well in the ThornTail Store lobby. A creature in the well will give you a Cheat Token if you toss enough Scarabs into the water. Come back when you have 20 Scarabs.

See page 8 for more information about the ThornTail Store

KNOW YOUR WAY AROUND

THORNTAIL HOLLOW MAP

The ThornTail Store carries a wide selection of maps. After you buy a map, turn on your PDA and use the Control Stick to cycle to the map. Once you're outside, the ThornTail Hollow map will appear on the display.



Among the many maps that Shabunga sells are parchments that lay out ThornTail Hollow and SnowHorn Wastes. You can try to bargain with the lizard, but the maps are a good deal at any price.

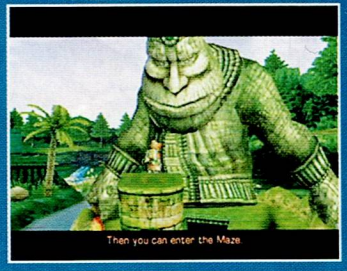
A ROCK FOR THE ROCK MAN

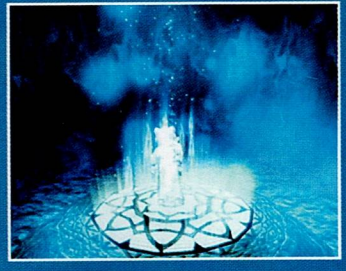
ROCK CANDY

The ThornTail Store chamber that feeds off the center passage holds tools, such as and FireFly Lantern and Hi-Def Display Device. The most useful tool that you can afford early on is a chunk of Rock Candy, a perfect gift for the WarpStone.

8 GET A LIFT

Return to the WarpStone with Rock Candy. When you give the sweet to the massive creature, he will reluctantly offer to help. His three warp options are Ice Mountain, the Game Well Maze and Krazoa Palace. Since Prince Tricky is on Ice Mountain, that's where you should go. After you press Left on the Control Stick to select Ice Mountain, the WarpStone will take Fox into his hand and send the adventurer warping to the new location.





The WarpStone's middle option is the Game Well Maze, a minigame area where you can unlock cheats. The left option will take you to Ice Mountain, where you'll find Prince Tricky.

See page 9 for more information about the Maze

ICE MOUNTAIN

The SharpClaws are holding Prince Tricky captive in a small encampment on Ice Mountain. You must fight off the guards and find a way to reach the Prince, then guide your young charge back to ThornTail Hollow.

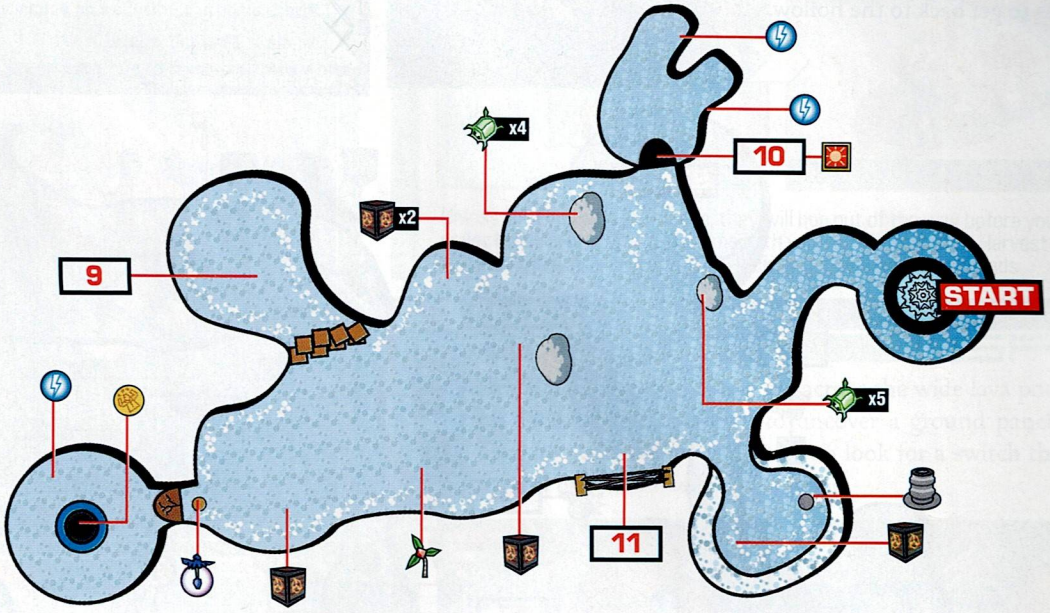
CHECKLIST

- [ ] Destroy a barrier and defeat SharpClaw guards.
- [ ] Blast a switch to open the door to Tricky's cell.
- [ ] Race SharpClaws on jet bikes to rescue the fleeing prince.

• NEXT: Continue on to SnowHorn Wastes

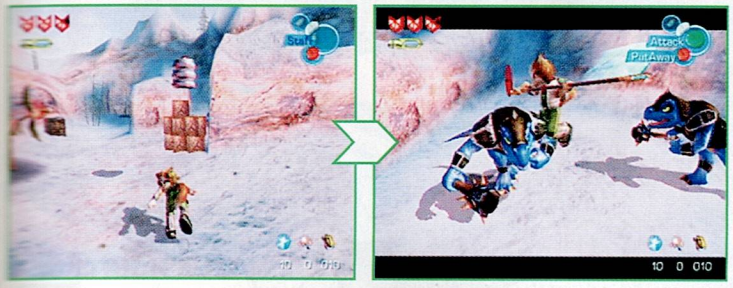
MAP KEY

- Bomb Spore Planting Patch
- Token Well
- Fire Blast Switch
- Fuel Barrel Generator
- Fuel Cell
- Scarabs
- SharpClaw Crate
- Magic Plant



9 BLAST BOXES, BEAT BADDIES

A large stack of boxes blocks the path to a SharpClaw hangout. Pick up a ticking powder keg and toss it at the boxes to blow away the barrier. A pair of SharpClaw guards wait for you on the other side.



10 PASSAGE TO THE PRINCE

Your victory over the guards will cause a Fire Blast Switch to appear above the door to Prince Tricky's cell. After you enter the cell, Tricky will escape and his guards will give chase on jet bikes.

SECRET CAVE

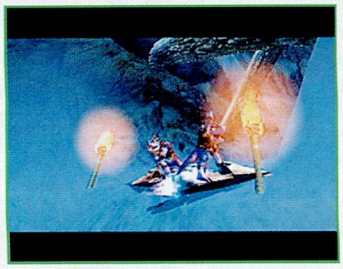
If you carried a Bomb Spore into the Ice Mountain area, you're in luck. You can blast your way into a cave on the west end that holds a single Fuel Cell and a well.

11 HIT THE SLOPES

The SharpClaws will leave behind an extra jet bike. You'll jump onto the bike and race against the SharpClaws down the Ice Mountain slope. Press and hold the A Button to accelerate, watch out for obstacles and cut corners to gain ground on the guards.

SNOWHORN WASTES

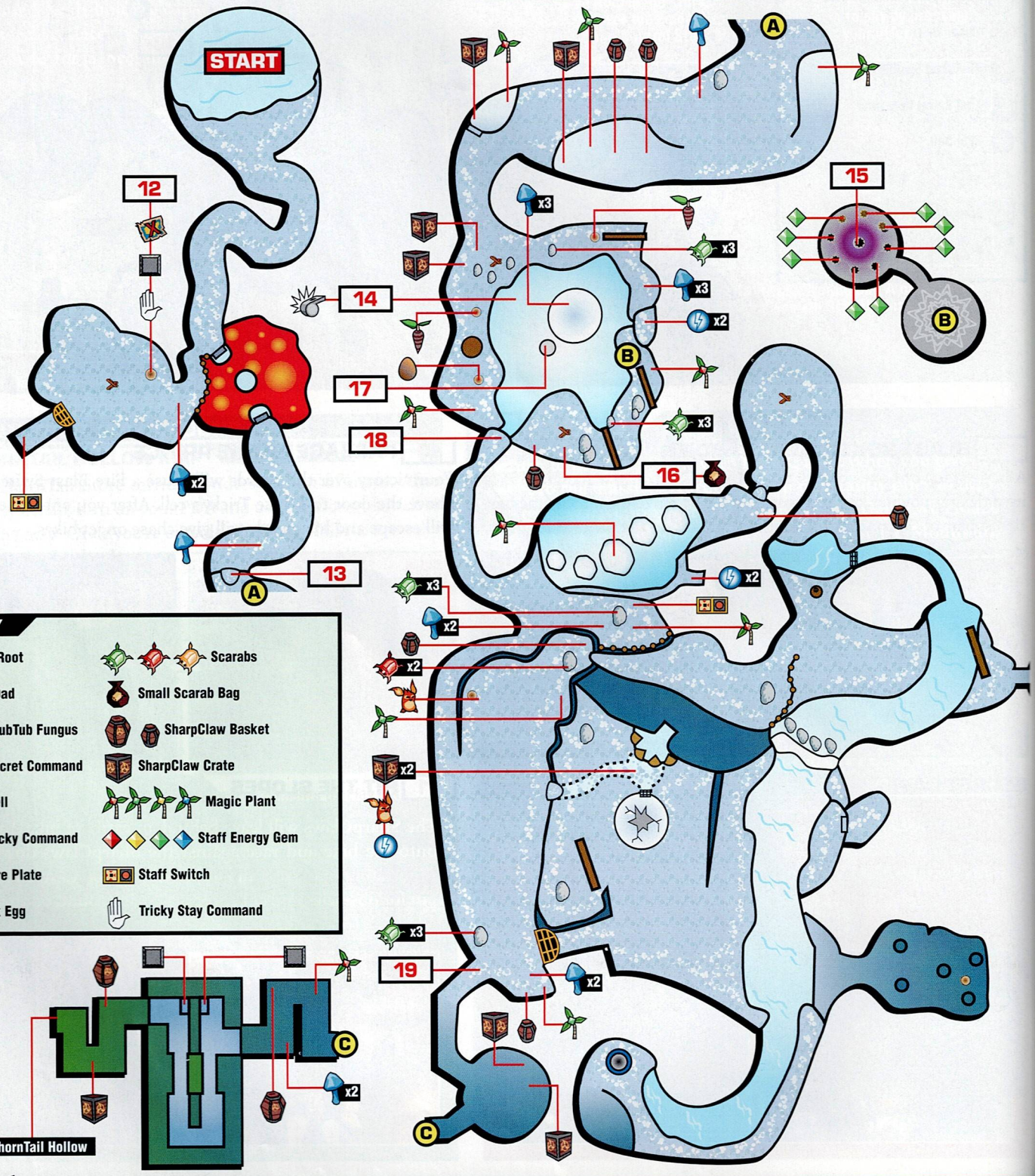
The jet bike race down Ice Mountain will take you a long distance away from the ThornTail Hollow warp. You'll have to hoof it with Tricky through the SnowHorn Wastes to get back to the hollow.



CHECKLIST

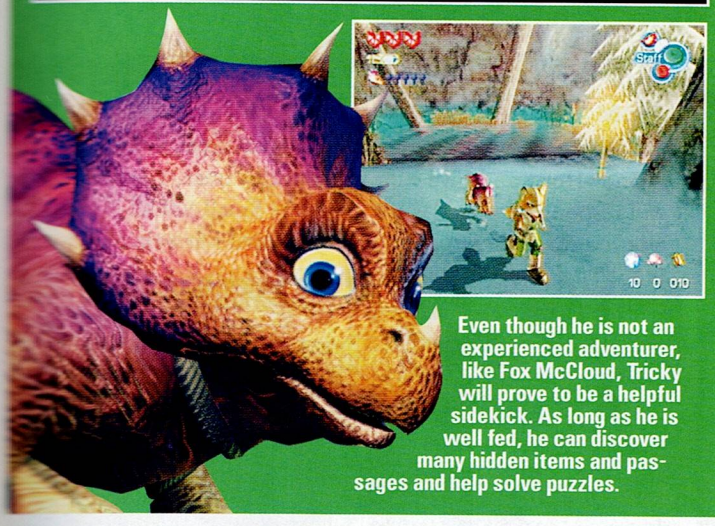
- [ ] Talk to Tricky.
- [ ] Cross the lava pool to the SnowHorn clearing.
- [ ] Save Tricky from SharpClaw attackers.
- [ ] Upgrade your staff.
- [ ] Find Alpine Roots and feed them to a SnowHorn.
- [ ] Give Scarabs to a BribeClaw for entrance into a tunnel.
- [ ] Return to ThornTail Hollow.

• NEXT: Help the queen



GET TRICKY

After you overtake the SharpClaws in the jet bike race and take a spectacular spill into a ravine, you will have words with Prince Tricky. At first, those words will be in the language of the dinosaurs, but your translator will eventually kick in and you will understand what the young prince is saying. Together, you will decide to take off for ThornTail Hollow.



Even though he is not an experienced adventurer, like Fox McCloud, Tricky will prove to be a helpful sidekick. As long as he is well fed, he can discover many hidden items and passages and help solve puzzles.

13 TRICKY TUNNELS

After you get to the other side of the lava pool, Tricky will alert you to the location of a crack in a wall. As long as you have been feeding your sidekick, you will be able to instruct him to dig into the wall and tunnel to the other side. The tunnel is your passage to SnowHorn Wastes.

FIND GRUB FOR THE PRINCE

BLUE GRUBTUBS

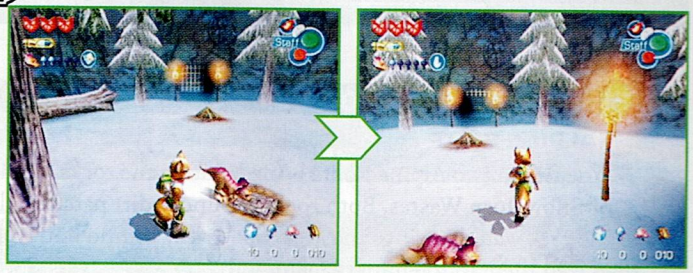
Tricky is famished. You'll find food for him in the form of Blue GrubTubs. Stun the mushrooms with your Fire Blaster or hit them with your staff, then feed them to your sidekick.

Unless the GrubTubs are asleep, they will hop out of the way before you can collect them. Stun the mushrooms with your Fire Blaster, then Harvest them and feed them to Tricky. Once fed, Tricky will follow your commands.

12 SIDEKICK ASSISTANCE

SIDEKICK COMMANDS

You'll need Tricky's help to get across the wide lava pool. Use his Find Secret command to uncover a ground panel, then have him stay on the panel as you look for a switch that will make a platform rise from the pool.



Have Tricky dig at a dirt patch to uncover a panel on the ground. Placing pressure on the panel will open a gate that is blocking a cave. Have Tricky stay on the panel, then hit a switch in the cave. A platform will rise from the lava pool, giving you access to the other side.

14 SAVE YOUR SIDEKICK

HEEL COMMAND

After you enter SnowHorn Wastes, Tricky will run off ahead. Catch up to him and defeat the pack of SharpClaws attacking him. Fight off the beasts using your staff and a collection of Control Stick-triggered attack combinations. After the fight, you'll learn the Heel command.

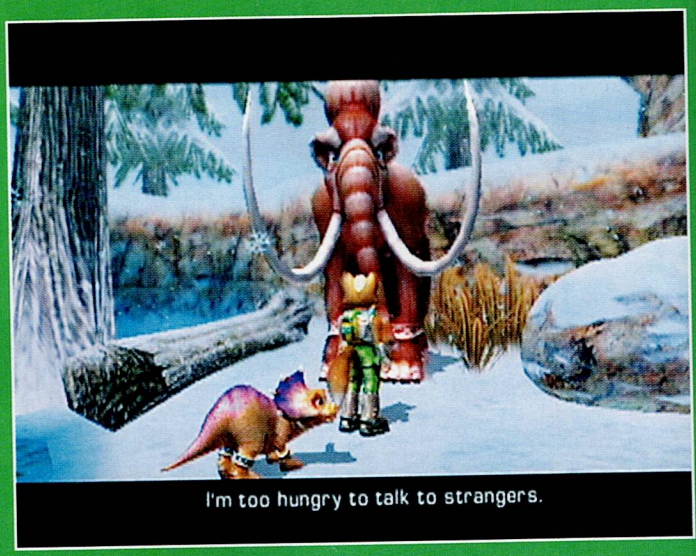
15 PUMP UP THE POWER

At the base of a fallen tree, Tricky will discover a buried secret. After you have him dig a hole, beams of green light will pour out of an underground chamber. Drop into the hole and collect a staff energy upgrade. Your staff power meter will grow, giving you more gem-carrying capacity.

Your Controller will rumble as you approach the dirt patch near the fallen tree. Tell Tricky to dig a hole there, then drop in and collect a staff energy upgrade. The added energy reserve will allow you to use your staff more effectively.

HUNGRY, HUNGRY SNOWHORN

A mighty SnowHorn stands on the perimeter of SnowHorn Wastes. It's no use trying to talk to the SnowHorn after night falls, but if you talk to the beast in the daylight, he will tell you that he needs food. SnowHorns eat Alpine Roots.



ROOT OUT SOME FOOD

◂ALPINE ROOT

You'll find two Alpine Roots buried among the rocks and logs of SnowHorn Wastes. Both roots are under dirt patches, close to the rock wall that rings the area. Use Tricky to find both roots, then feed them to the hungry mammoth.

Alpine Roots are topped with two leaves. If you see leaves sticking out of a dirt patch on the ground, you'll know that the prize buried under the patch is SnowHorn chow.

As long as you feed Tricky, he will be able to find food for the SnowHorn. A question mark above Tricky's head will indicate that he is close to a secret. Instruct him to dig then and there.

16 ONE ROOT, A VALUABLE GIFT

◂SMALL SCARAB BAG

Once you have at least one Alpine Root, return to the SnowHorn and give him the crunchy treat. The SnowHorn will respond by giving you a gift—the Small Scarab Bag, which gives you the ability to hold up to 50 Scarabs at a time.

The Small Scarab Bag that you collect from the SnowHorn can hold 50 Scarabs. When you return to the ThornTail Hollow Store with the bag, you'll have increased buying power.

17 ANOTHER ROOT, A BIG FAVOR

After you give a second Alpine Root to the SnowHorn, he will do you a favor that will get you one step closer to your goal. With a ground-shaking stomp, the mammoth will shut off a nearby geyser, causing a large ice block to fall to the ground. You can use the block for a boost out of the area.

SnowHorns eat a lot of food. After the SnowHorn has had a second helping of Alpine Roots, he'll stomp the ground with two heavy feet and shut off the geyser in the center of the SnowHorn Wastes. With the geyser gone, the ice block that it carried will fall to the ground.

ICE BLOCK BOOST

A pair of Fuel Cells rest on a ledge, out of your reach. You can use the ice block as a step up to the ledge. Face the block, press the A Button and slide the big cube to the edge of the ledge.

ICE FLOE HOP

Hit the switch on the outside wall of the pond to make an ice floe pop up to the surface of the water. Hop from one floe to the next for access to two Fuel Cells.

UNEARTH SECRETS

Down the slope from the ice floe-filled pond, you'll discover a few places where Tricky can dig up secrets. One secret leads to a Bafom-Dad. Another one leads to a Fuel Cell-holding cave.

18 UP AND OUT

You can slide the block on the ice but not on the snow-packed ground. Push the block to an area where the ice reaches the base of the wall, then use the block for a boost up to the ledge.

19 PAY AND PASS

The SharpClaw guard who blocks the tunnel wants Scarabs. Collect 25 Scarabs from baskets and from under rocks in the area and hand them over to the guard. He'll step aside.

Pay the BribeClaw 25 Scarabs. He'll stand aside and let you enter. Follow the tunnel, go with the flow of the water and make your way back to ThornTail Hollow.

The end of the tunnel is blocked by a gate. Trigger a nearby wall switch to make the gate drop. After you open the gate, Tricky will run off to join his mother.

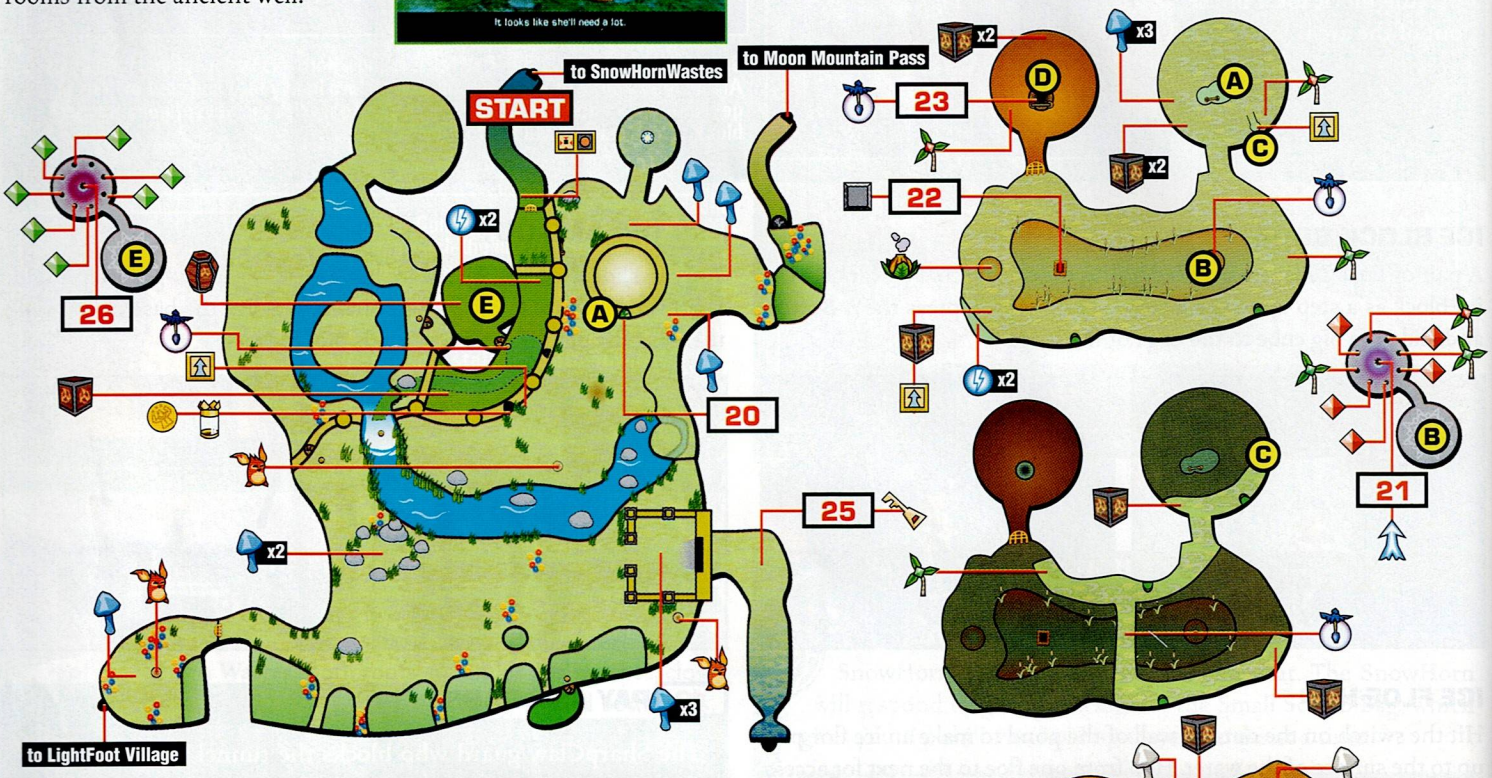
THORNTAIL HOLLOW

Your return to ThornTail Hollow will reunite Prince Tricky with the Queen EarthWalker. The queen is in poor health. She needs help in the form of six White GrubTubs. Your new task is to harvest the mushrooms from the ancient well.

CHECKLIST

- [x] Visit the Queen EarthWalker.
- [x] Buy a Firefly Lantern and enter the ancient well.
- [x] Collect the Rocket Boost upgrade.
- [x] Heal the queen with White GrubTubs.
- [x] Return to SnowHorn Wastes.

• NEXT: Save the SnowHorn GateKeeper



MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Bomb Spore Planting Patch
- Bomb Spore Plant
- Token Well
- FireFly
- FireFly Lantern
- Fuel Cell
- Pressure Plate
- SharpClaw Prison Key
- Rocket Boost Pad
- Staff Rocket Boost
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Staff Energy Gem
- White GrubTub Fungus

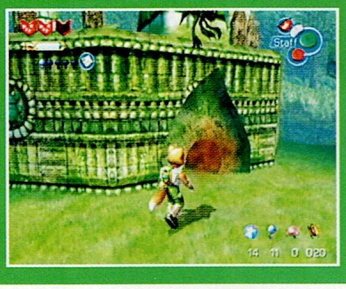
BUY SUPPLIES

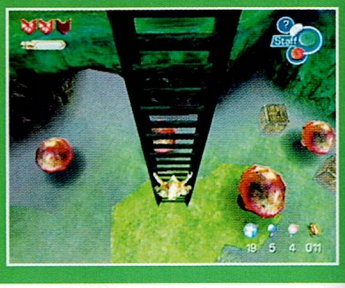
◂FIREFLY LANTERN

The chamber at the bottom of the well, where White GrubTubs grow, is dark. Buy a FireFly Lantern in the store before you go. You can buy FireFlies, too.

20 DIG IN AND START EXPLORING

Load up on Bomb Spores, then head for the well. You'll need Tricky to dig into the ancient well, but once you enter, you'll leave Tricky behind. Drop in and start exploring.





21 BLAST AND BOOST

◂STAFF ROCKET BOOST

You'll find a Bomb Spore Planting Patch in the middle of a shallow pond. Plant a spore and blast the new plant to drain the pool and reveal a hole. Drop down into the hole to receive the Rocket Boost upgrade for your staff. The new staff power will allow you to blast off from Rocket Boost Pads and reach otherwise unreachable heights.

22 PANEL PUZZLE

Use your Rocket Boost to reach the rock bridge above the drained pool. Grow and detonate a Bomb Spore plant on the bridge. A rock chunk will drop. Push the rock onto a ground panel to open a gate.

Blast off! You'll fly up to a natural rock bridge that reaches over the drained pool. Place a spore on the bridge and blast the plant. A piece of the bridge will drop into the pool.

Grab the bridge chunk and push it onto a ground panel. The pressure on the panel will cause the gate in the area to open, giving you access to the next chamber.

23 DOWN YOU GO

The ThornTail in the cave will step aside when he sees that you have a lantern. Use a Bomb Spore on his former resting spot to blow open a deep hole.

MUSHROOM MOVE

◂WHITE GRUBTUBS

White GrubTubs grow down below. You can drop into the hole, but you should take the ladder to avoid a damaging fall. Grab onto the ladder and press A to slide down quickly. You'll find a White GrubTub at the bottom.

24 CUT IT DOWN TO SIZE

In one of the cave's darkest chambers, you'll discover a Planting Patch near a pillar. Plant and blast to take a chunk out of the pillar. You'll use the top of the shorter pillar as a platform.

Blast the base of the pillar with a Bomb Spore Plant, then climb up to the main level and use the Rocket Boost to reach a high ledge.

LIGHT YOUR WAY

◂FIREFLIES

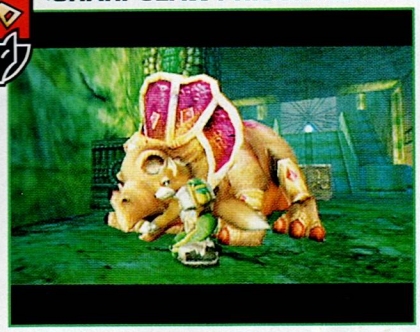
Before you explore the darkest areas of the underground, you'll need fuel for your light source. You'll find three FireFlies in the immediate area. Collect them all.

CROSS AND COLLECT

Jump from a ledge to the top of the shortened pillar, then jump again to the next ledge. You'll find more GrubTubs on the other side. Once you have six mushrooms, return to the surface.

25 CURE THE QUEEN

SHARPCLAW PRISON KEY



Feed six of your White GrubTubs to the Queen EarthWalker. When she comes to, she'll ask you to talk to the GateKeeper of the SnowHorn Wastes and she'll give you a key for the SharpClaw Prison, where you'll find the dinosaur.

STOCK UP AT THE STORE

CHEAT TOKEN

The buying power that you gain from having the Small Scarab bag makes a few ke items in the ThornTail Store a BafomDad Holder and a Cheat Token—affordable. Lean over the edge of the Cheat Well in the lobby and toss 20 Scarabs into the darkness.

26 FLY UP AND DROP DOWN

Blast off from the Rocket Boost Pad near the opening of the store to reach a Bomb Spore Planting Patch on a high ledge. Blast your way into a cave, fire on four Blast Switches then drop into a hole. You'll reach another staff energy upgrade.

SNOWHORN WASTES

Your return to SnowHorn Wastes will center on the exploration of a new area, where you will take on an army of SharpClaws. Be prepared for a big battle and be on the lookout for Fuel Cells. You'll need a total of five cells to take off for the DarkIce Mines.

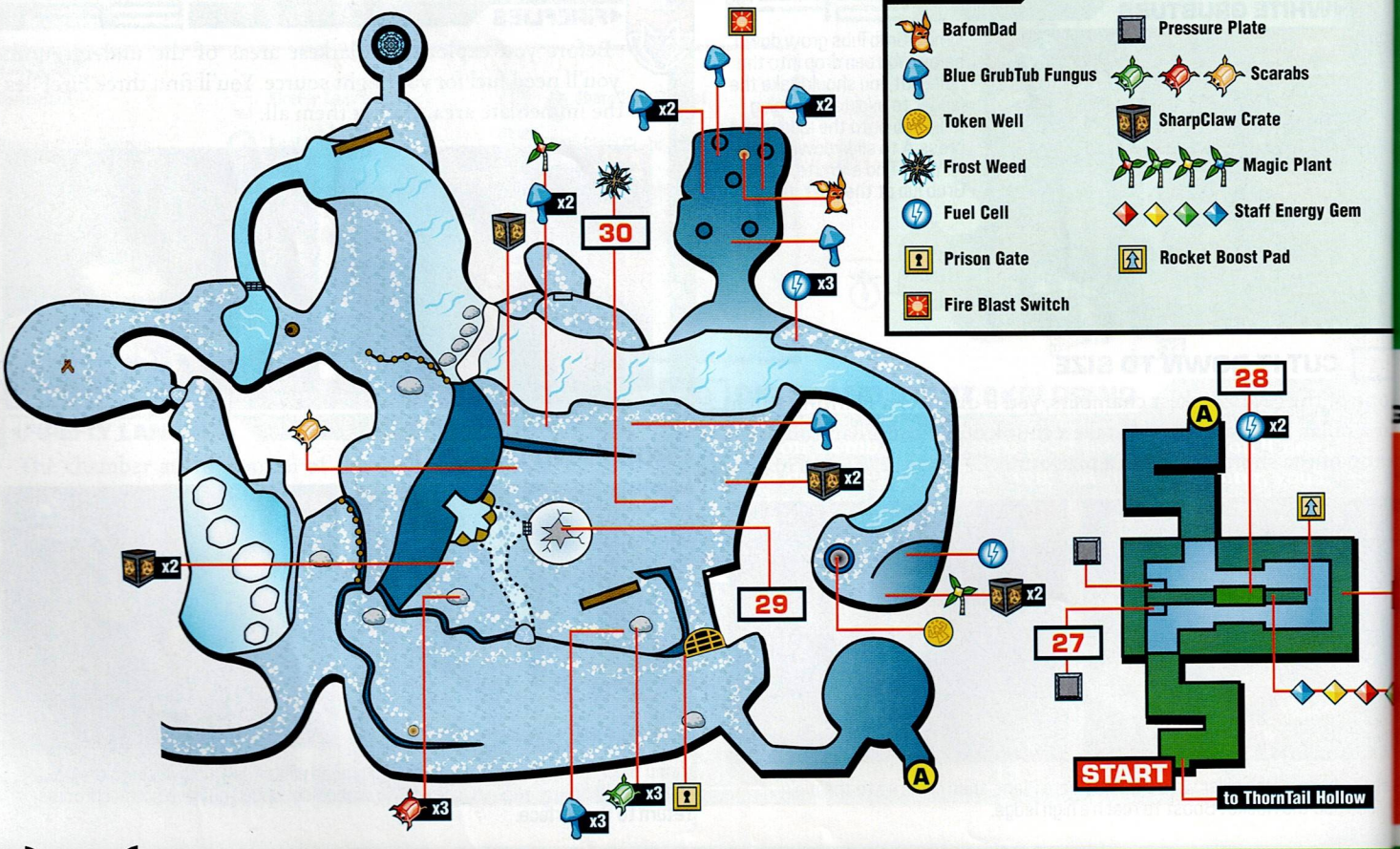
CHECKLIST

- [ ] Open the SharpClaw Prison Gate.
- [ ] Save the SnowHorn GateKeeper from the ice.
- [ ] Return to the Arwing and take off.

• NEXT: Fly to DarkIce Mines

MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Token Well
- Frost Weed
- Fuel Cell
- Prison Gate
- Fire Blast Switch
- Pressure Plate
- Scarabs
- SharpClaw Crate
- Magic Plant
- Staff Energy Gem
- Rocket Boost Pad



27 GO THE OTHER WAY

When you reach the pressure plate in the middle of the tunnel, tell Tricky to stay on the plate and climb up to an open gate. Hit a switch to change the flow of the water, then swim around to the other side.

Have Tricky wait on a pressure plate, then climb up to a switch and hit it to change the flow of the water in the area. You'll clear the way to SnowHorn Wastes.

28 BOOST UP FOR FUEL

You'll find a Rocket Boost Pad on a water-covered platform between the two water pipes in the ThornTail Hollow-SnowHorn Wastes tunnel. Blast off from the pad to a ledge that holds two Fuel Cells.

On your way around the water-flow puzzle area, you'll discover a new place to boost. After you land on the ledge, turn around to face the wall and hit a Fire Blast Switch. A gate will rise, giving you access to Fuel Cells.

29 SAVE THE SHOWHORN

The SnowHorn Prison Key will give you access to an area near the river that you could not reach before. After you enter the prison, veer left and look for SnowHorn GateKeeper Garunda Te in a patch of ice. He'll ask for your help. Fight off SharpClaws, knock Frost Weeds from a tree nearby and have Tricky take them to the GateKeeper.

The SnowHorn GateKeeper is frozen in ice. After you talk to him about his predicament, SharpClaws will attack. Take them on, one at a time.

30 FIND FOOD

◀FROST WEED

The SnowHorn will be able to break out of his icy prison if he eats enough Frost Weeds. You'll find them in a tree down the hill. Hit the tree to knock them free.

Hit the tree down the hill to make Frost Weeds drop to the ground, then instruct Tricky to collect the weeds and feed them to the SnowHorn.

Fight off the SharpClaws while Tricky takes weeds to Garunda Te. When the SnowHorn has had enough, he will break free.

GO WITH THE FLOW

You'll find a magic well down the river. Hop onto an ice floe and ride it around the bend. After you take the turn, jump onto the far shore and search for the well. When you find it, toss in 20 Scarabs to get a Cheat Token.

STOP FIRE UP THE ARWING

The SnowHorn GateKeeper has opened up the gate in the sky that will give you access to DarkIce Mines. There, you will begin your search for a missing SpellStone. Return to the Arwing with Tricky and blast off.

Go to DarkIce Mines pg. 82

THORNTAIL HOLLOW

Returning from DarkIce Mines with the first SpellStone, you will discover that the stone's rightful place is in the Volcano Force Point Temple in Moon Mountain Pass. After a quick stopover in ThornTail Hollow, you'll be on your way.

MAP KEY

Beacon | Fire Weed | Bomb Spore Plant | Bomb Spore Planting Patch | Staff Switch

52 WHACK THE WEEDS

FIRE WEEDS

The hollow's beacons are extinguished, but one of the trees near the river is on fire. Hit the tree to make Fire Weeds drop to the ground. Chase the weeds, put them out and collect them.

53 RESTORE THE LIGHT

The dinosaurs are distressed. Renegade SharpClaws have extinguished the hollow's three beacons. Collect Fire Weeds from the flaming tree and use them to light the beacons.

You'll find one of the unlit beacons on a cliff that overlooks the queen's chamber. Run up to the edge of the cliff and place a Fire Weed on the beacon. Then call Tricky and have him set fire to the beacon with his Flame Command.

CHECKLIST

- Shake the Fire Weed Tree and collect the weeds.
- Light the ThornTail Hollow beacons and earn the Moon Mountain Pass Key.

•NEXT: Leave for Moon Mountain Pass

BEACON HIDEAWAY

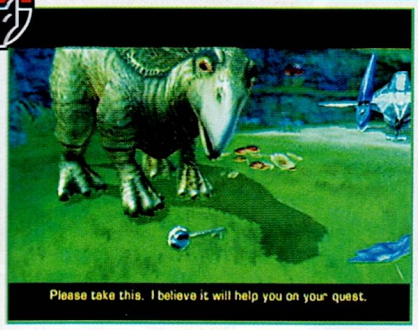
It's easy to forget that the WarpStone's garden is part of ThornTail Hollow because it is protected by a wall. When you venture to the other side of the wall, you'll find an unlit beacon. Use a Fire Weed and Tricky's Flame Command to restore light to the remote torch.

DARKENED CAVE BEACON

After you've climbed up to the cliff in the southeast section of the hollow, you can leap from cliff to cliff. Hit the switch on the fall wall to open a cave below the cliff. Enter the cave to find a beacon.

HOLLOW REWARD

MOON PASS KEY



After you find all three beacons and restore their fires, a ThornTail will reward you with a key that unlocks the SharpClaw Fortress in Moon Mountain Pass.

54 PASSAGE TO THE PASS

A sunken path near the ancient well leads to a shadowy area populated by poisonous mushrooms. Use a Bomb Spore to blast the weakened wall and enter a tunnel that leads to Moon Mountain Pass.

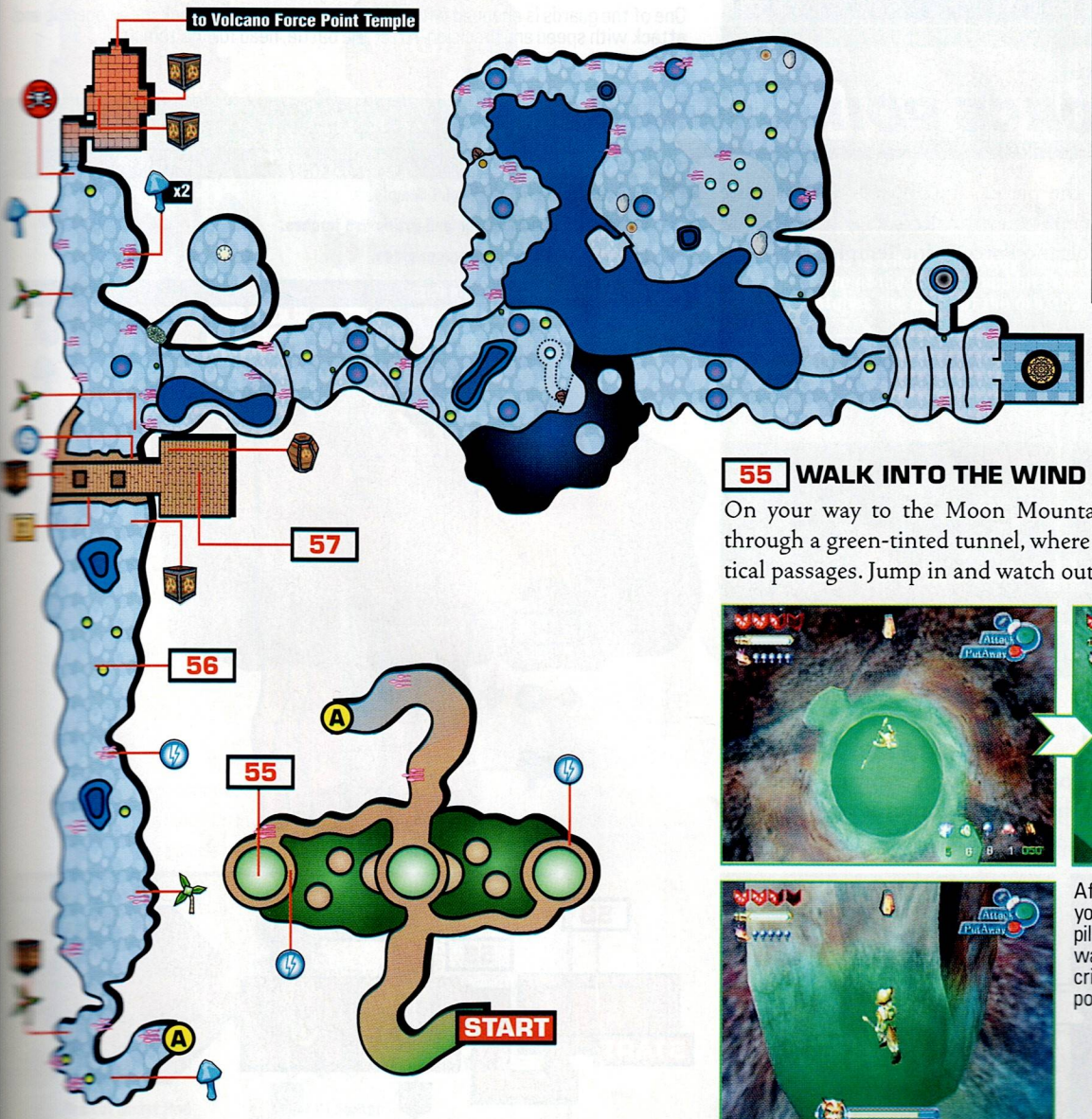
MOON MOUNTAIN PASS

Wide gaps and rolling barrels make Moon Mountain Pass a dangerous place. When you get to the end of the pass, you'll battle SharpClaws to gain entrance into the Volcano Force Point Temple.

CHECKLIST

- [x] Float and jump through a windy cave.
- [x] Survive a wave of rolling barrels as you run through the pass.

• NEXT: Enter the Volcano Force Point Temple



MAP KEY

- Blue GrubTub Fungus
- Fuel Cell
- Life-Force Door
- Prison Gate
- SharpClaw Crate
- Magic Plant

55 WALK INTO THE WIND TUNNEL

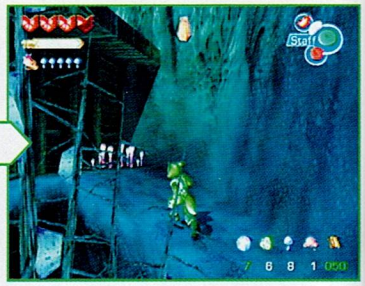
On your way to the Moon Mountain Pass, you'll make your way through a green-tinted tunnel, where air currents let you float up vertical passages. Jump in and watch out for wide gaps.

After you drop, drift to the left. When you get to the wide gap with pistonlike pillars, wait until the pillars are on their way down before you jump. Timing is critical, because the tunnel is full of potentially damaging poisonous gas.

56 BARREL BARRAGE

Donkey Kong is not the only video game villain who uses barrels to flatten advancing heroes. As you brave Moon Mountain Pass, a pair of SharpClaw guards will release a wave of rolling barrels. Look for rock formations to hide behind, collect a Fuel Cell as you avoid barrels and wind your way up the pass.

57 CHARGE THE GATE



When you get to the source of the barrel barrage, open the gate with the Moon Pass Key, run up to the guard's station and engage with the baddies.

One of the guards is equpped with heavy armor and a shield. Look for an opening and attack with speed and precision. After the battle, head for the temple.

VOLCANO FORCE POINT TEMPLE

As part of your effort to bring the pieces of Dinosaur Planet back together, you must return the SpellStones to where they belong. The first stone belongs in the fiery Volcano Force Point Temple.

CHECKLIST

- [x] Enter the Volcano Force Point Temple.
- [x] Find the Ice Blast upgrade and extinguish torches.
- [x] Put the SpellStone in its proper place.

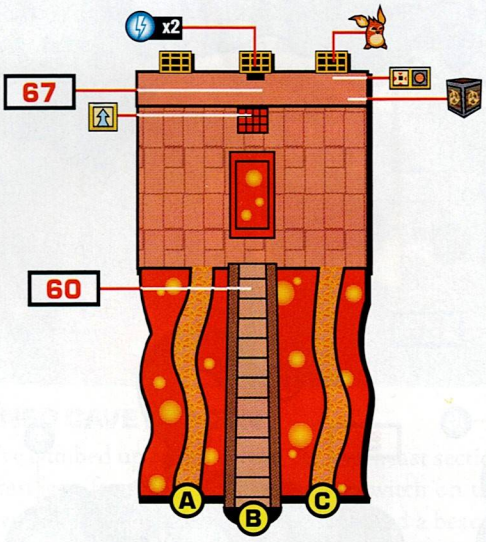
• NEXT: Explore Moon Mountain Pass

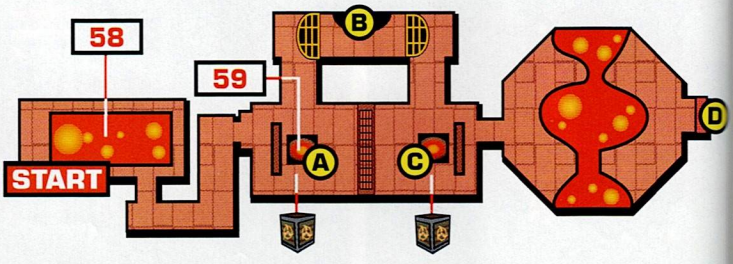
58 PLATFORM ZIGZAG

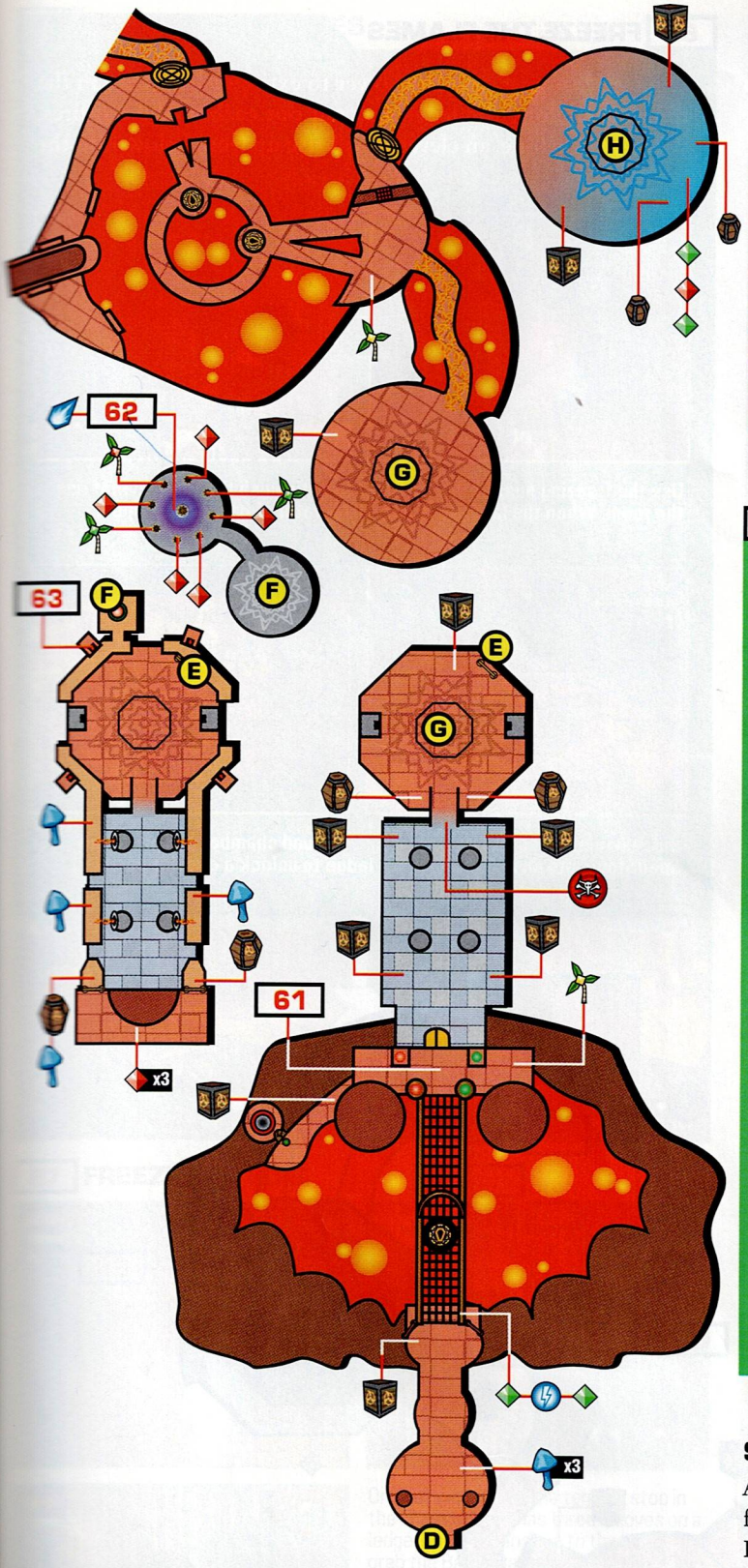
When you reach the long, rectangular lava pit, wait for three platforms to extend from the inner walls. Hop in a zigzag pattern from one platform to the next before they retract.

59 FIRE DOWN BELOW

A flame rises from a hole in the floor of the stone fortress. When the fire dies for a moment, drop into the hole and continue your quest on the lower floor.







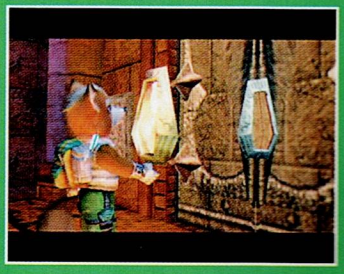
60 TEMPLE TRIALS

On your way to the entrance of the Volcano Force Point Temple, you'll climb a fire-protected conveyor belt, leap over a chasm and climb a rock wall—all in one day in the life of an adventuring fox.

61 SPELLSTONE KEY

Use the SpellStone to roll away the gate at the grand entrance, then light two orbs with magic fire and use the SpellStone again to enter the temple.

Use the SpellStone to roll away the gate, then line up a shot that goes through one of the torches and hits an orb. Wait until the color of the torch matches the color of the orb, then fire.



After you light one orb, use the same method to light the other orb. With both orbs lit, you will be able to place the SpellStone in the temple door to gain entry.

SHARPCLAW SURPRISE

A Life-Force Door blocks your way in the main hall. After you spend a few moments in the hall by yourself, four SharpClaws will materialize. Defeat them to dissolve the force field.

MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Ice Blast (staff upgrade)
- Life-Force Door
- Rocket Boost Pad
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Staff Energy Gem
- Staff Switch

62 HAVE A BLAST

ICE BLAST

Enlist Tricky to light two furnaces in the tall, round room. A pair of platforms will activate on the ledge above. Climb up the ladder, run along the ledge and find a green, glowing hole. Drop into the hole to earn the Ice Blast staff upgrade.

You'll find two square furnace openings in the wall. Use Tricky's Flame Command to light them. The fires will cause a pair of platforms to appear above you. Climb up the ladder and start hopping.

Take a round-trip tour of the ledge that circles the room and run through a hallway to a glowing hole. Drop into the hole and upgrade your staff with the freezing Ice Blast power.

63 FREEZE THE FLAMES

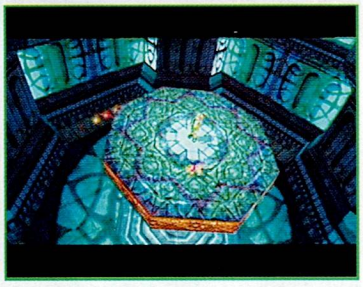
The Ice Blast gives you the power to extinguish torches in the room. Run along the ledge and put out each of the red fires. When you're done, an elevator will rise up from below, into the center of the room. Ride it down to a massive cavern.

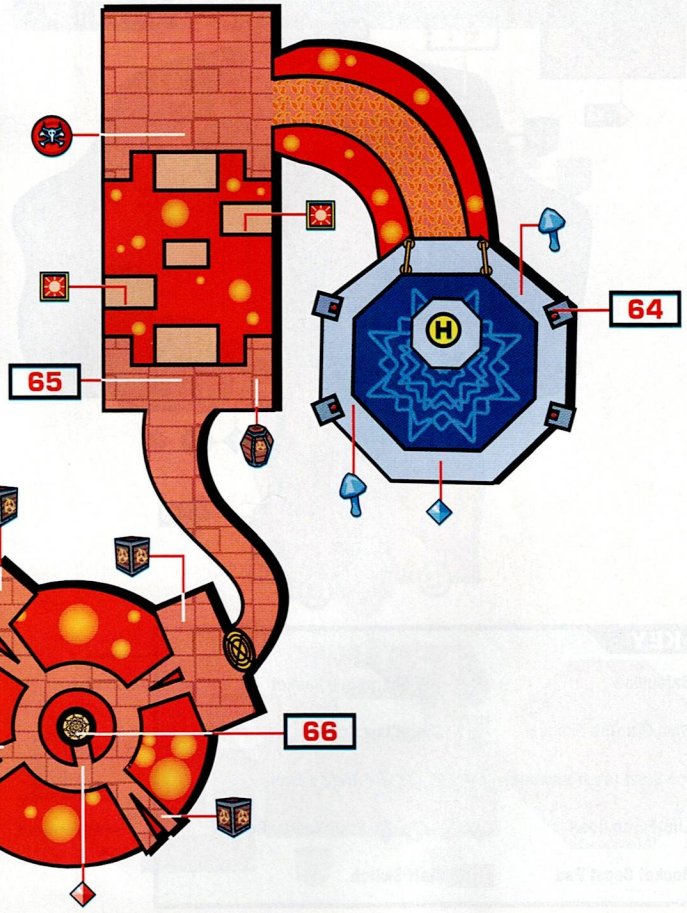
Use the freezing mist of the Ice Blast to extinguish the torches that ring the room. When the last fire is out, an elevator platform will appear.

Ride the elevator down to a huge underground chamber and place the SpellStone into an indentation on a ledge to unlock a circular portal.

LIGHTS OUT

A flame blocks your way to the unlocked portal. You can walk through the flame, taking minimal damage, but you don't have to. Hit it with an Ice Blast to put it out, then move on to another elevator.





MAP KEY

- Blue GrubTub Fungus
- Fire Blast Switch
- Life-Force Door
- Fuel Cell
- SharpClaw Basket
- SharpClaw Crate
- Staff Energy Gem

64 FOUR MORE FLAMES

You'll soon reach another room, which has torches that line an upper ledge. Climb a ladder to the ledge and extinguish the flames to break the seal on another portal.

65 TRICKY PUZZLE

Tricky is not adventurous enough to take on flame jets and moving platforms. When you get to the other side, turn around and look for Fire Blast switches on the platforms. After you hit the switches, the platforms will lock into place, giving Tricky a safe path across the pit. When Tricky gets to your side, use him to light a furnace. The fire will break the seal of a nearby portal, allowing you to move on.

67 FREEZE FOR FUEL

On your way out of the temple, stop in the chamber that has three alcoves on a ledge. Rocket-Boost up to the ledge, grab the BafomDad and freeze the flame under the center alcove. A gate will rise, giving you access to two Fuel Cells.

THE BATTLE HEATS UP

After a victory against SharpClaws that dissolves a Life-Force Door, you will face flame jets and a long lava pool. Avoid the flames and hop on floating platforms to cross the pool.

66 THE STONE'S HOME

A midtemple warp will take you to the SpellStone's chamber. As soon as you enter the room, place the stone on the pedestal in front of you. The SpellStone will float to its resting place.

Warp to a huge blue-tinted room and place the SpellStone in the pedestal before you. The SpellStone will float up to its resting place in the center of the chamber.

KRAZOA ENCOUNTER

After you leave the Volcano Force Point Temple, you'll hear Krystal's cries for help and a Krazoa Spirit will appear. The spirit wants you to take a test. You'll learn more about the test as you continue your adventure.

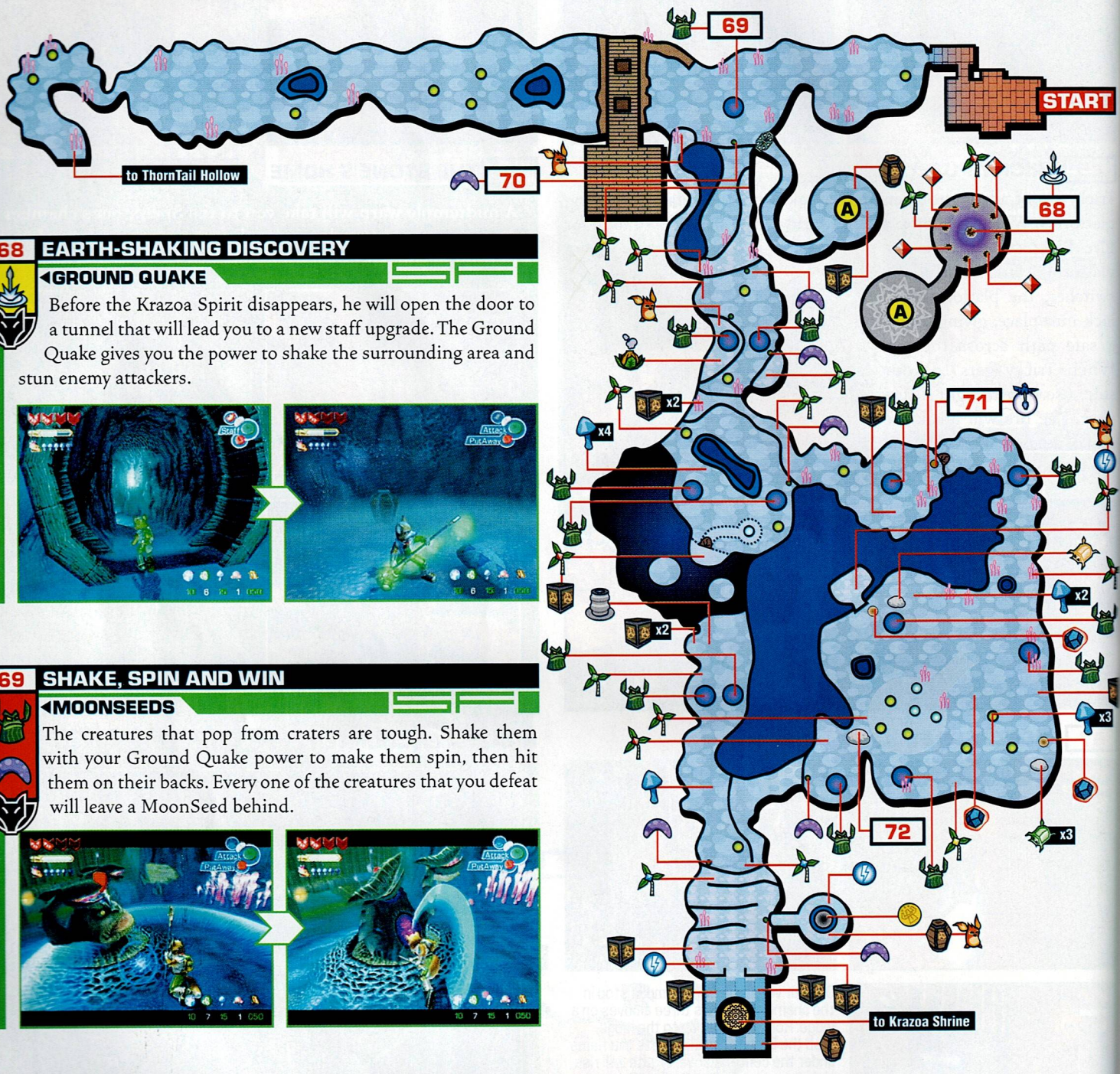
MOON MOUNTAIN PASS

The upper area of Moon Mountain Pass is a crater-filled moonscape with mean creatures and lots of ledges. By defeating the creatures, you'll earn MoonSeeds, which you'll use to climb the cliffs.

CHECKLIST

- [x] Earn the Ground Quake Upgrade.
- [x] Plant MoonSeeds, climb vines and explore the upper Moon Mountain Pass.
- [ ] Collect pieces of a fallen meteor and use them to move on.

• Take the Krazoa Test of Combat



68 EARTH-SHAKING DISCOVERY

GROUND QUAKE

Before the Krazoa Spirit disappears, he will open the door to a tunnel that will lead you to a new staff upgrade. The Ground Quake gives you the power to shake the surrounding area and stun enemy attackers.

69 SHAKE, SPIN AND WIN

MOONSEEDS

The creatures that pop from craters are tough. Shake them with your Ground Quake power to make them spin, then hit them on their backs. Every one of the creatures that you defeat will leave a MoonSeed behind.

MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Bomb Spore Planting Patch
- Bomb Spore Plant
- Token Well
- Fuel Barrel Generator
- Fuel Cell
- Ground Quake Staff Upgrade
- Kalda Chom
- Meteorite Chunk
- MoonSeed Planting Patch
- Scarabs
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Staff Energy Gem

70 PLANT AND CLIMB

MoonSeeds grow into vines when exposed to extreme heat. Bury a seed in a MoonSeed Planting Patch and tell Tricky to hit the seed with a burst of flame. The seed will break and produce a vine, allowing you to climb up to the ledge above.

EXTRA LIVES

Collect MoonSeeds from your battles with the crater-borne Kalda Chams, plant the seeds and climb the vines. You'll find two life-restoring BafomDads and a Bomb Spore Plant.

The creatures in the craters can be difficult to deal with, but you will have some help. As you explore the ledges, you'll find two BafomDads. You'll also find a Bomb Spore Plant. Be sure to max out on Bomb Spores. You'll need them later.

71 EXPLORE THE MOONSCAPE

After you collect Bomb Spores from the Bomb Spore Plant, jump ledges and cross a bridge to a windy tunnel. You'll reach a crater creature and planting patch. Do away with the beast, then plant a spore in the patch and blast through a weak wall. You'll be on your way to the next moonscape section, where more puzzles await.

72 ROCK COLLECTION

After you break through the weak wall, you'll find a passage that is blocked by a fallen meteor. The meteor rests on one of several steam vents. By finding three smaller pieces of the rock and placing them on top of other steam vents, you can redirect the steam flow and cause the large rock to rise out of the way. You'll find one of the rocks out in the open, and Tricky will dig up the others.

Search for small pieces of the meteor and place them on top of steam vents. You'll have to cool one of the rocks with the Ice Blast.

Two of the smaller rocks are buried in the dirt. Use Tricky to uncover them. Pick them up and place one on each of the bottom three vents.

ESCAPE FROM MOON MOUNTAIN PASS

After you clear the meteor blockade, you'll climb another vine and enter a zigzag path that leads to the upper reaches of Moon Mountain Pass. At the top, you'll reach a warp that will take you to your next set of challenges.

A CELL AND A WELL

If you saved an extra MoonSeed, you'll be able to plant one last vine on your way to the warp. Climb the vine to discover a cave that holds a BafomDad, a Fuel Cell and a well.

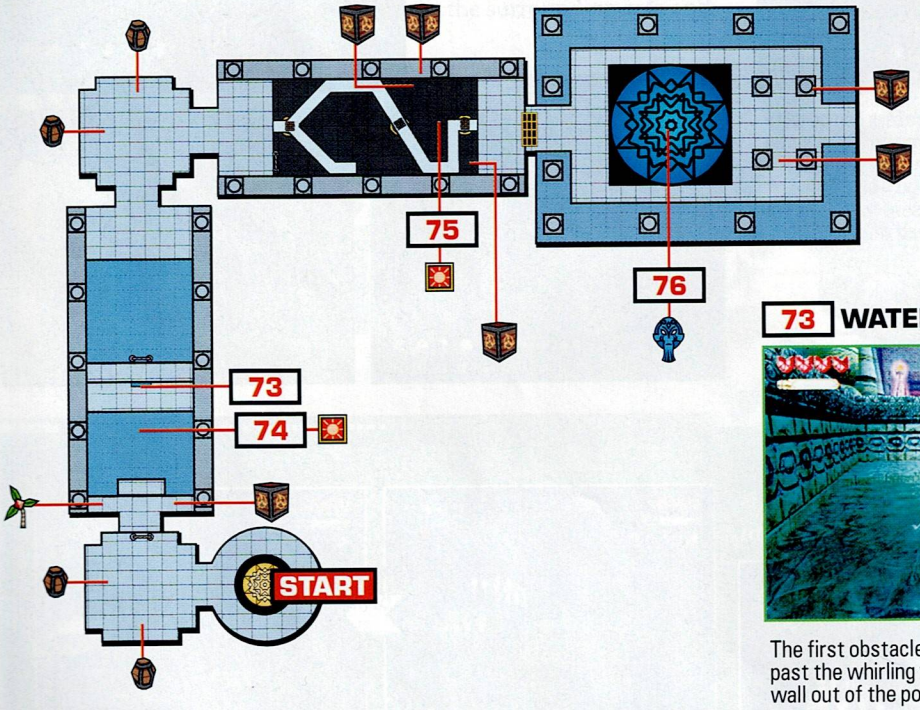
KRAZOA TEST OF COMBAT

The Krazoa Spirits need your help. By passing the Krazoa Test of Combat, you will collect a spirit that you must take to the Krazoa Palace. The test is an obstacle course, followed by a big battle.

CHECKLIST

- [x] Find the Krazoa Spirit.
- [x] Take the Test of Combat.

• NEXT: Explore the lower pass



MAP KEY

- Fire Blast Switch
- Krazoa Spirit
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant

73 WATER AND FIRE

The first obstacle is composed of a pair of whirlpools and a blocking flame. Swim past the whirling water and use your Ice Blast to extinguish the flame. Climb the wall out of the pool and continue.

74 DIVE INTO THE DEEP END

When you get to the edge of the second pool, you'll see that the water level is very low—so low that you can't climb out of the other side. Turn around and hit a Fire Blast Switch near the ceiling to make the water level rise to the top of the pool.

75 TRIAL BY FIRE

A narrow, angled walkway reaches over a deep pit. As you make your way over the pit, you'll encounter three fire geysers. Wait for each geyser to shut off for a moment, then cross. When you reach the other side, turn around and hit a Fire Blast Switch to lift the next gate.

76 TAKE THE TEST OF COMBAT

The Test of Combat pits you against an army of SharpClaws and gives you only a few minutes to defeat them all. As soon as the enemies begin to materialize, run up to one of them and start fighting. Some SharpClaws have shields. Hit them immediately after they swing their weapons and don't relent.

The Krazoa Spirit will introduce you to the Test of Combat and call a group of powerful SharpClaws. Jump into the fight right away and take them out one at a time.

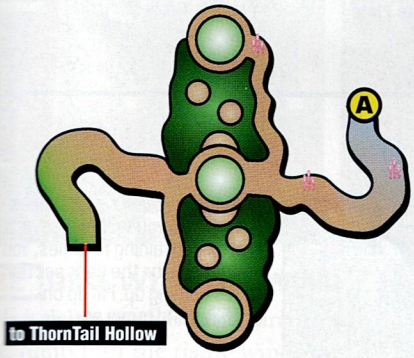
Your staff upgrade powers can help you in the battle with the SharpClaw masses. The most effective upgrade is the Ice Blast. Freeze the enemies, then hit them with your staff to finish them off.

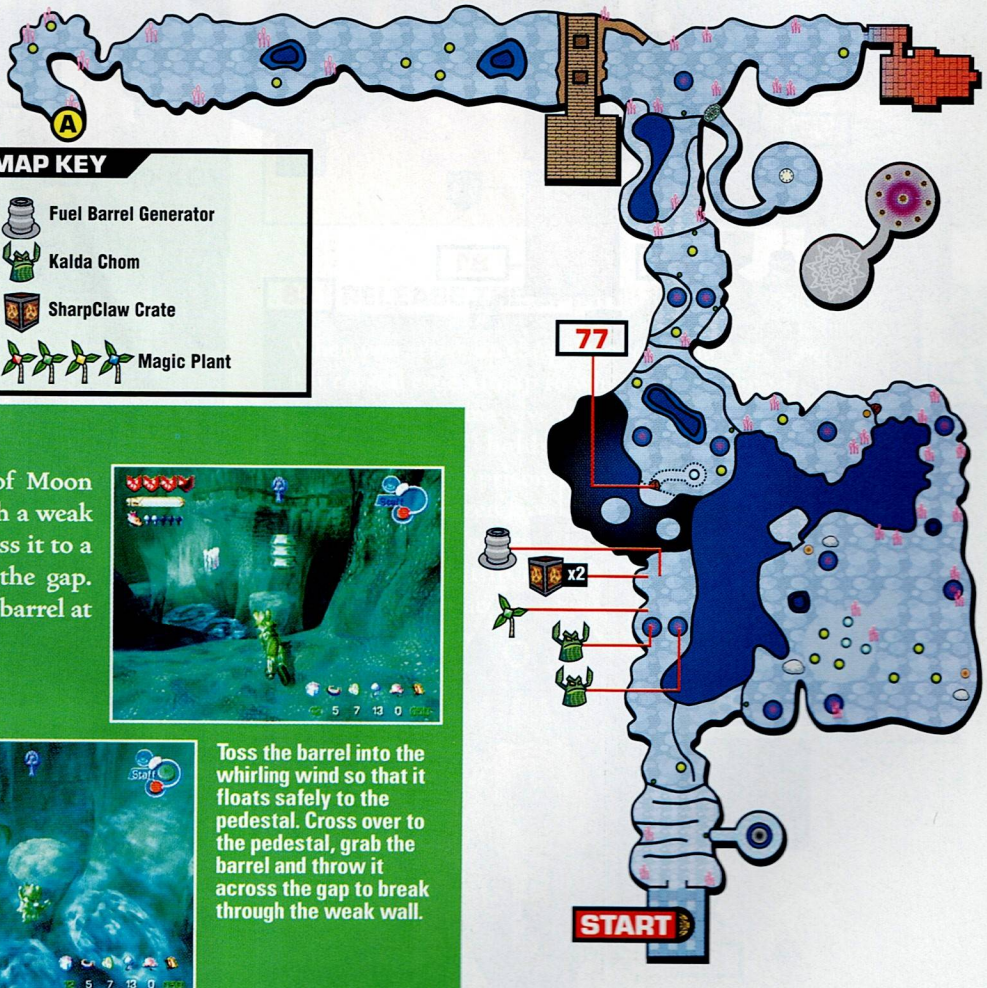
MOON MOUNTAIN PASS

Your success in the Test of Combat has earned you a Krazoa Spirit. Before you can continue your quest for the SpellStones, you must take the spirit to Krazoa Palace. And before you warp to the palace, you must cross a new section of Moon Mountain Pass.

CHECKLIST

- [x] Cross a chasm and break into a tunnel.
- [x] Leave Moon Mountain Pass for ThornTail Hollow.
- NEXT: Warp to Krazoa Palace





MAP KEY

- Fuel Barrel Generator
- Kalda Chom
- SharpClaw Crate
- Magic Plant

77 TRANSPORT EXPLOSIVES

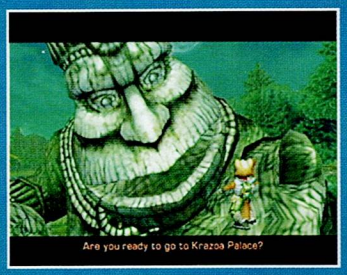
On your way back to the main section of Moon Mountain Pass, you'll reach a wide gap with a weak wall on the other side. Grab a barrel and toss it to a natural rock formation in the middle of the gap. Float over to the rock pedestal and toss the barrel at the wall to create an opening.

Toss the barrel into the whirling wind so that it floats safely to the pedestal. Cross over to the pedestal, grab the barrel and throw it across the gap to break through the weak wall.

WIND TUNNELS IN REVERSE

When you reach the green-tinted wind tunnel section, you'll know that you're close to ThornTail Hollow. Drop into the first vertical tunnel, drift to the left ledge and wind your way to the hollow.

WARPSTONE RETURN



During your first meeting with the WarpStone, he told you that he would send you to Krazoa Palace if you had a Krazoa Spirit. Return to the WarpStone with the spirit and take him up on his offer.

KRAZOA PALACE

The Krazoa Spirit belongs in Krazoa Palace. Before you can return the spirit to its resting place, you must navigate your way through the traps and puzzles of the palace. When you reach the top, you will release the spirit and learn more about your quest.

CHECKLIST

- [ ] Survive the trials of Krazoa Palace.
- [ ] Find Krystal and return the Krazoa Spirit to its rightful place.

• NEXT: Venture on to LightFoot Village

MAP KEY

- BafomDad
- Fuel Barrel Generator
- Fire Blast Switch
- Pressure Plate
- FireFly
- Release Krazoa Spirit
- SharpClaw Crate
- Magic Plant
- Life-Force Door

BOX OF FLIES

Early on in your Krazoa Palace adventure, you will find several crates containing FireFlies. You'll need them for the dark section that's coming up. Fill up on FireFlies and move on.

78 TEST OF COMBAT, PART 2

A Life-Force Door blocks the entrance to the palace. When four SharpClaws show up, you can clear them away quickly with an explosive barrel and your staff. After they're gone, the Life-Force Door will disappear.

79 RUN THROUGH THE DARKNESS

The first Krazoa Palace interior section is an unlit warehouse with ramps, barriers and one weak wall. Pick up an explosive barrel from the area outside of the room, turn on the FireFly Lantern and head up the ramp to the right as soon as you enter the darkness. Navigate the ramps counterclockwise around the room and take a ramp down to the ground floor. Then break through the weak wall section.

80 WILD FIRE

Two facing flame jets block your way to a weak wall section. If you try to carry a barrel through the fire, it will blow up before you can reach the wall. Hit a Fire Blast Switch above the cracked wall section to make the flame jets slide back and forth in opposite directions, then pick up a barrel and slip past the flames.

81 BEAT THE MACHINE

Before you can open the palace door by using the floor panel, you must deal with the flame-spitting machine. Line up shots that pass through the color-changing torches and hit the orbs on either side of the machine when the colors match. Then attack the machine itself.

PUT PRESSURE ON THE PLATE

After the machine is gone, fetch a barrel from the previous room, navigate past the moving flame jets and place the barrel on the pressure plate. The door will open, giving you access to the next area.

82 RISE WITH THE WIND

Raise a rising platform and run through a tunnel to a large, open chamber. Jump into the rising winds and make your way to the top floor. Explore the floor and ride another wind lift to the roof.

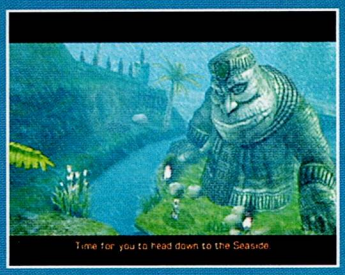
Make your way to the open room where the wind rises. Float to the wind lift in the center of the room and let the current take you to a high wind lift on one side of the chamber. Ride the wind lift's current to the top floor, then look for another lift to the left to reach the roof.

83 RELEASE THE SPIRIT

When you arrive on the palace roof, you'll see Krystal, locked in her crystal cage. Go up to where she is being held, then search the sides of the massive structure that holds Krystal's floating prison and find the frozen face of a Krazoa. You can release the spirit to its place in the palace and find out where your quest will take you next.

WARPSTONE REWARD

The WarpStone is a tough rock to crack, but you can count him as one of your friends after you return from Krazoa Palace. He'll give you a clue about where you might find the second SpellStone, and he'll hand over an item that will help you get there—the Medium Scarab Bag.



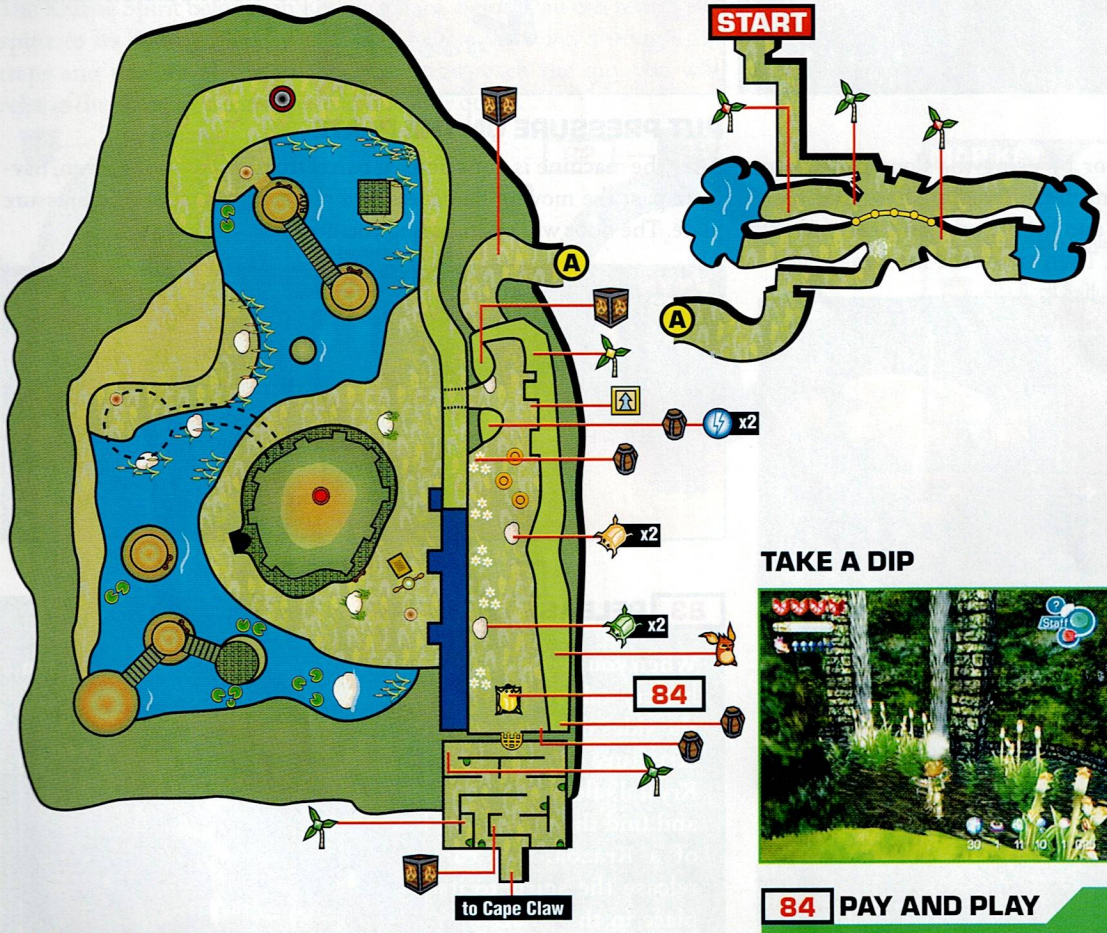
LIGHTFOOT VILLAGE

Your first journey to LightFoot Village will take you through a narrow wooded area and a rock-wall maze. It's just a quick stop on your way to Cape Claw. Later, you'll explore the village proper.

CHECKLIST

- [ ] Give 60 Scarabs to the Gold Scarab.
- [ ] Navigate the maze.

• NEXT: Cross the well to Cape Claw



MAP KEY

- BafomDad
- Fuel Cell
- Rocket Boost Pad
- Scarabs
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant

TAKE A DIP

After you emerge from the ThornTail Hollow tunnel, you'll find paths to the left and right, which both lead to water. Take the path to the right, drop into the water and swim to the next shore. You'll find a sign that points to LightFoot Village. When you're ready to go back to ThornTail Hollow, you'll swim through the other body of water.

EXPLORE THE LIGHTFOOT LEDGES

Across the path from the locked LightFoot Village gate, you'll find a Rocket Boost Pad that will launch you to a series of high ledges. As you run and leap from ledge to ledge, you'll discover a BafomDad and two Fuel Cells.

84 PAY AND PLAY

The Gold Scarab in front of the maze gate charges admission. After you pay the statue 60 Scarabs, the gate will rise and give you access to the Cape Claw path.

CAPE CLAW

It should come as no surprise that Cape Claw is crawling with members of General Scales's army. A scavenger hunt and many battles await you on the beaches.

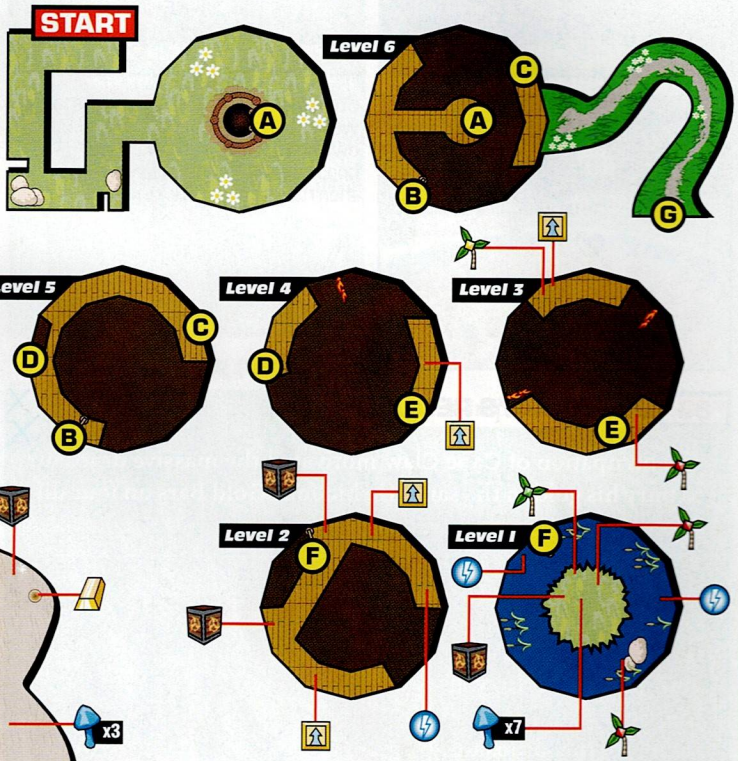
DEEP WELL, SHORT JOURNEY

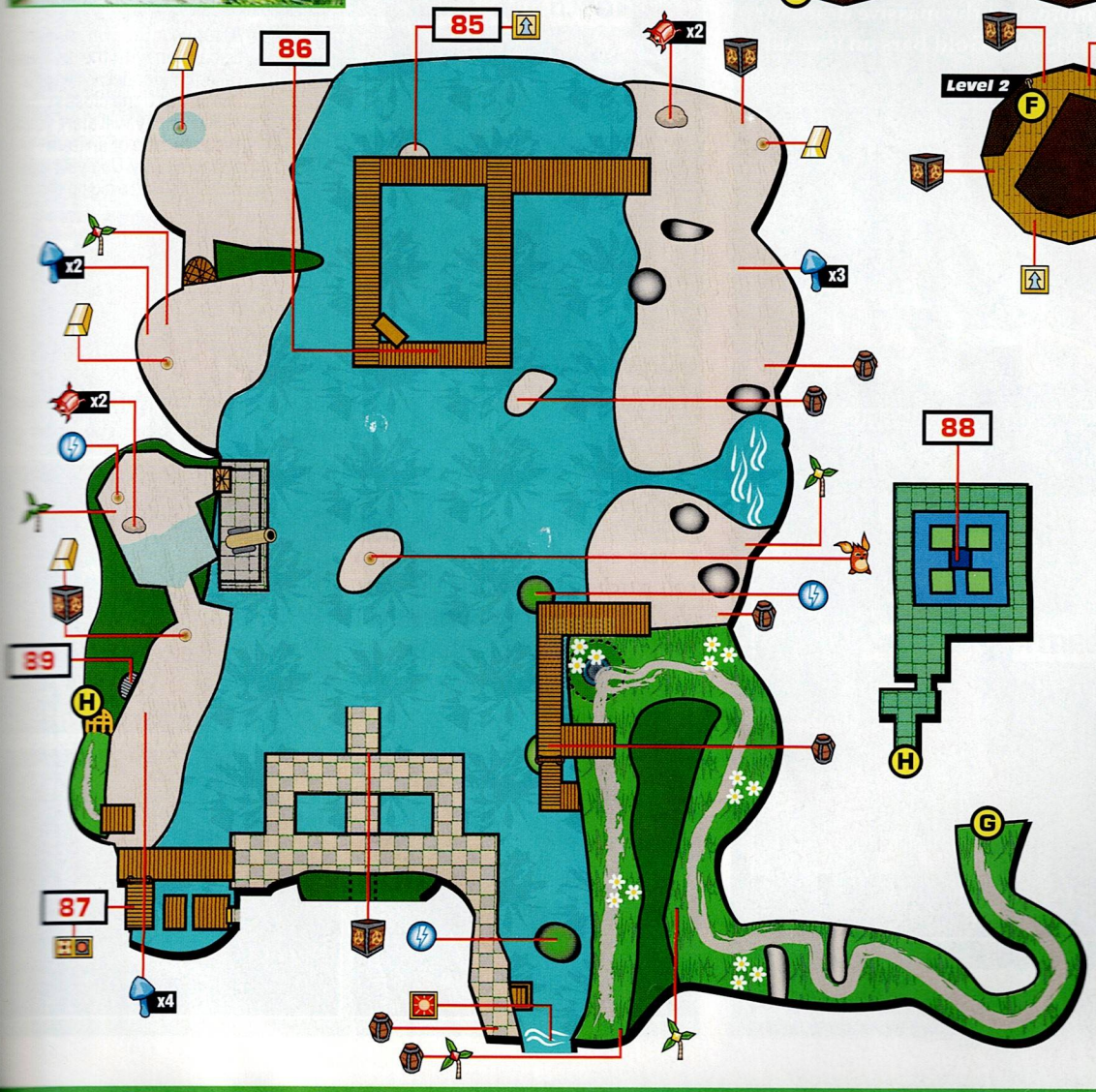
On your way to Cape Claw, you'll climb down to a platform in the center of a huge well. You will find some GrubTubs, gems and Fuel Cells at the bottom of the well, but the most direct route to the next area concerns only the top floors. Drop to a circular walkway, run along the side of the well and climb a ladder up to the Cape Claw path.

CHECKLIST

- [ ] Drop into the center of the well and climb up the side.
- [ ] Get past a BribeClaw and speak to the large dinosaur.
- [ ] Collect the dinosaur's Gold Bars from the beaches.
- [ ] Free the Queen of the CloudRunners.
- [ ] Return to ThornTail Hollow.

• NEXT: Take off for CloudRunner Fortress





MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Fire Blast Switch
- Fuel Cell
- Rocket Boost Pad
- Scarabs
- SharpClaw Basket
- SharpClaw Crate
- Gold Bar
- Magic Plant
- Staff Switch

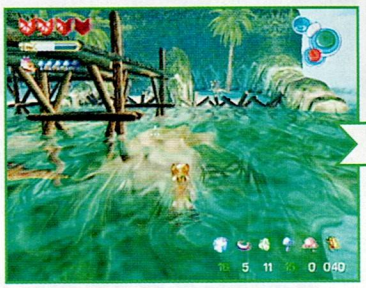
HUNT AND GATHER

Serpents and GrubTubs populate the beach. You can defeat the snakes and stun the fungus with a Ground Quake attack. Gather up the mushrooms and move on.

Ground Quake creates a ground-shaking wave of energy that will defeat beach-dwelling serpents and stun sand-hopping mushrooms. Cause a quake, then run to collect Tricky's favorite food.

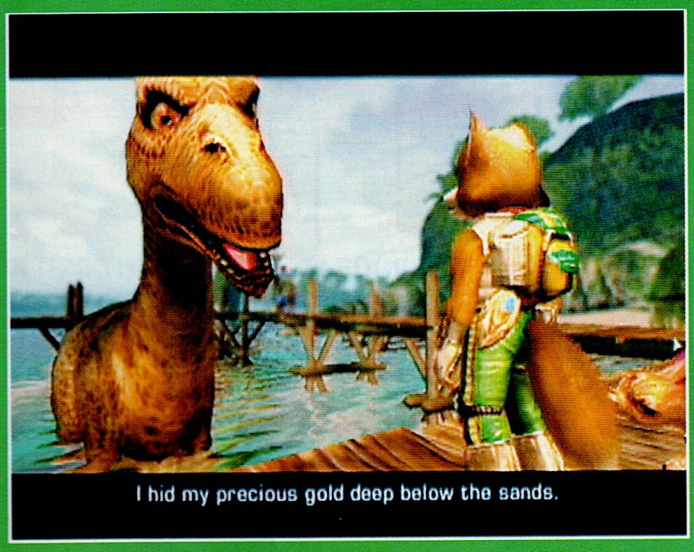
85 BRIBECLAW BARGAIN

A BribeClaw blocks the path to a large dinosaur who has a quest for you. You can pay the BribeClaw a load of Scarabs for pier access or launch up to the walkway from a Rocket Boost Pad on a sand bar. After you reach the walkway, the BribeClaw will step aside, giving you easy beach-to-pier access.



86 DINOSAUR'S REQUEST

The occupation of Cape Claw motivated the massive dinosaur to bury his gold in the sand. He hid four Gold Bars on four different beaches in the area. Talk to him after you fight off a SharpClaw guard on the wooden walkway. He will ask you to retrieve his Gold Bars. If you manage to find all four bars and return them to the dinosaur, he will help you continue your quest.



COMB THE BEACH

GOLD BAR

SF

After your Gold Bar-related discussion with the dinosaur, take the wooden walkway and ramp to the closest beach. Tricky will alert you to the presence of an item buried nearby. Use your curious sidekick to dig up the first bar.

SWIM TO ANOTHER DISCOVERY

Head toward the large assembly of walkways on the cape cliffs and cross the water to a beach in the shadows. You'll hear the sobs of Queen CloudRunner coming from behind bars, but you won't be able to help her yet. Clear away a crate and tell Tricky to dig up a soft patch of sand where the crate was located. He'll unearth a Gold Bar on the spot.

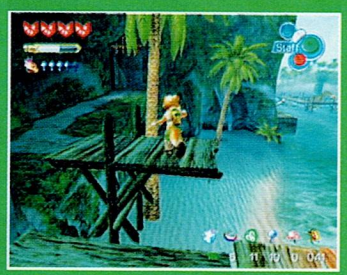
A BATTLE AND A BAR

Swim around a large cement bulkhead to another beach and battle an armored SharpClaw. After the fight, send Tricky on a digging quest for a Gold Bar.

87 GIVE THE GOLD

With all four Gold Bars in hand, return to the dinosaur. He will shake the ground with his mighty girth and give you access to another area by causing a ladder to drop.

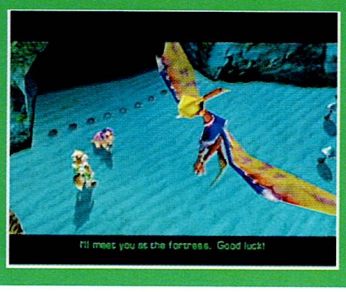
Hand the gold over to the dinosaur. He will hit the ocean floor with his feet and shake loose a ladder on the walkway near the rock face.



Climb the ladder and hit a switch. A tunnel gate will open nearby. Climb down, leap over to another walkway and head for the open path.

89 SAVE QUEEN CLOUDRUNNER

Your escape from the gas chamber will open Queen CloudRunner's cage, too. Drop to the beach and talk to the queen for information about your next quest.



BURN YOUR WAY TO THE BEACH

Overgrown thorns block the passage to the most exclusive beach in Cape Claw. Use Tricky to burn away the bushes.

It's a good thing that there are a lot of GrubTubs on Cape Claw. You'll need the services of a well-fed sidekick. Use Tricky's Flame Command to burn away the blocking thorns. After you fight a pair of armored SharpClaws, search for the gold in shallow water.

88 FIGHT FOR FRESH AIR

On your way to the queen, you'll trigger a trap. Four big blocks will slide off poisonous gas vents. You must put the blocks back on the vents before the gas gets you.

A meter at the bottom of the screen gauges your fresh-air supply. If you are running low on fresh air as you move the blocks back onto their vents, climb up onto a rock in a corner of the room. The fresh-air meter will replenish and give you more time to move the blocks.

STOP FLY TO THE FORTRESS

Queen CloudRunner will fly back to CloudRunner Fortress. You must return to ThornTail Hollow so you can follow her. Leave the beach, run through LightFoot Village and prepare for an Arwing launch.

Go to CloudRunner Fortress pg. 94

JOURNEY TO THE OCEAN FORCE POINT TEMPLE

Your search for the second Spell-Stone's rightful place takes you back to Cape Claw, where you will find the entrance to the Ocean Force Point Temple. Before you can enter the temple, you must gather two stones and use them as temple keys.

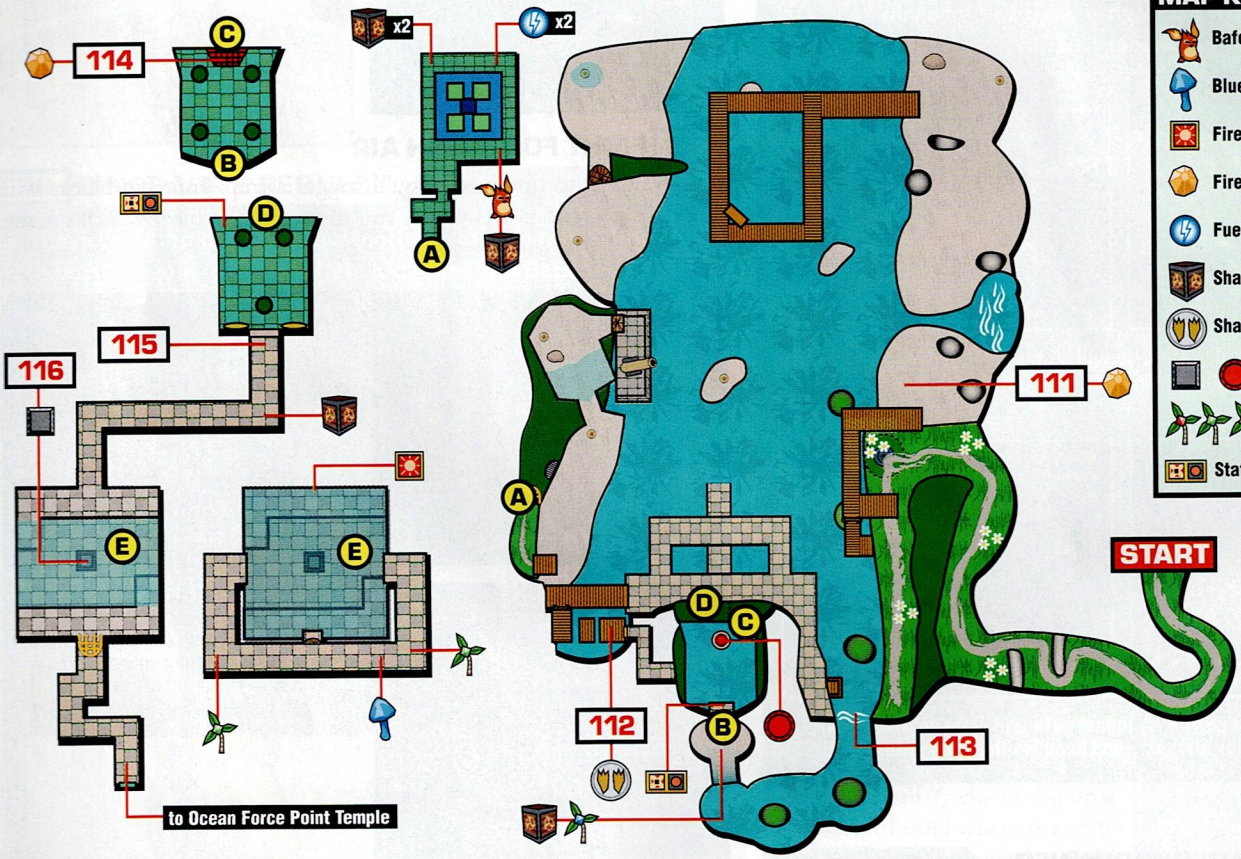
CAPE CLAW

On your first trip to Cape Claw, you could explore the walkways of the structure that protects the Ocean Force Point Temple, but you could not enter, because you didn't have the right tools. Now that you have the SharpClaw disguise, you can go inside.

CHECKLIST

- [ ] Use the SharpClaw disguise to collect two Fire Gems.
- [ ] Place the gems in Krazoa Heads and enter the temple grounds.

• NEXT: Explore Ocean Force Point Temple



MAP KEY

- BafomDad
- Blue GrubTub
- Fire Blast Switch
- Fire Gem
- Fuel Cell
- SharpClaw Crate
- SharpClaw Disguise Pad
- Pressure Plate
- Magic Plant
- Staff Switch

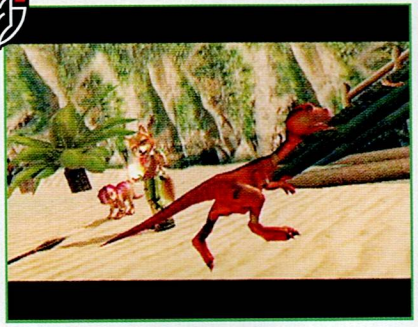
111 LIBERATE A LIGHTFOOT

When you reach the beach, you'll find two SharpClaws bullying a LightFoot. Your heroic nature compels you to fight off the SharpClaws and save the helpless dinosaur.

HOT POTATO

◂FIRE GEM

SP



SharpClaws interrupt your conversation with the LightFoot by lobbing cannonballs in your direction. The LightFoot "found" a Fire Gem belonging to the SharpClaws. He'll pass the hot item to you and make his escape from the cannon fire.

112 WORK AROUND THE WALL

Your journey takes you to the cement and wood walkways on the south wall. Climb up the ladder and leap over to a locked door. You can use the SharpClaw disguise to open the door.

Run up the cement ramps to the wooden walkway and climb up the ladder that the large dinosaur dropped on your last visit to the cape. Follow the walkway to a door and use the SharpClaw disguise to enter an ancient structure.

113 CAVE QUEST

The water in the first temple room is deep. The only island that you can reach is a pressure plate. After you apply pressure to the plate, another island will surface. Have Tricky stay on the first island, then swim to the second island and hop to a ledge. You'll find a switch that will close off a waterfall and give you access to a cave entrance on the exterior wall.

CATCH THE CURRENT

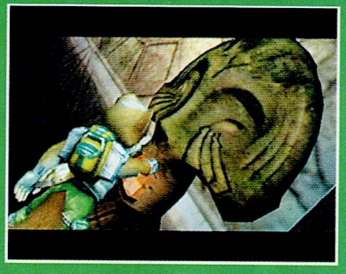
Swim into the cave and follow the water flow around several large rock formations. You'll reach an edge and an opening to another area. Drift over to the edge and drop into the opening.

114 FIGHT FIRE WITH ICE

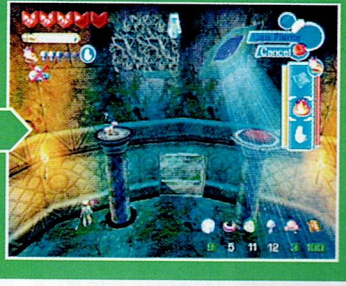
A flame blocks a Krazoa Head that holds a second Fire Gem. Extinguish the flame with your Ice Blast and take the stone. The water level will rise, giving you access to the exit.

115 FIRE IN THE HOLE

Climb the walkways on the exterior wall to an open entrance. You'll find two Krazoa Heads inside a large chamber. Place the Fire Gems into the statues, then use a pillar on the other side of the room to give Tricky a boost to the ceiling. Tricky can shed light on the mystery of the locked door from there.



After you place the Fire Gems into the Krazoa Heads, you might expect the door to open. It won't. Look around the room—you'll find a tall pillar and a hole that is blocked by thorns. If only you could get Tricky up there.



Hit a switch to make the pillar drop to floor level. Tell Tricky to stay on the pillar, then hit the switch again to have your sidekick rise to the blocked opening. Command Tricky to burn the vines and let light into the room. The light will open the large door.

116 BLAST, BLAZE AND PUSH

After you reach a blocking gate on the other side of a pool, turn around and shoot at a high Fire Blast Switch. The water level will rise, giving you access to a new tunnel. Use Tricky to burn away thorns in the passage, then push a block into the water and hit the Fire Blast Switch to lower the water level. Next, push the block onto a gate-lifting pressure plate.

OCEAN FORCE POINT TEMPLE

Water levels and current play big parts in the puzzles of the Ocean Force Point Temple. By solving the puzzles, you will find a place to put the second SpellStone.

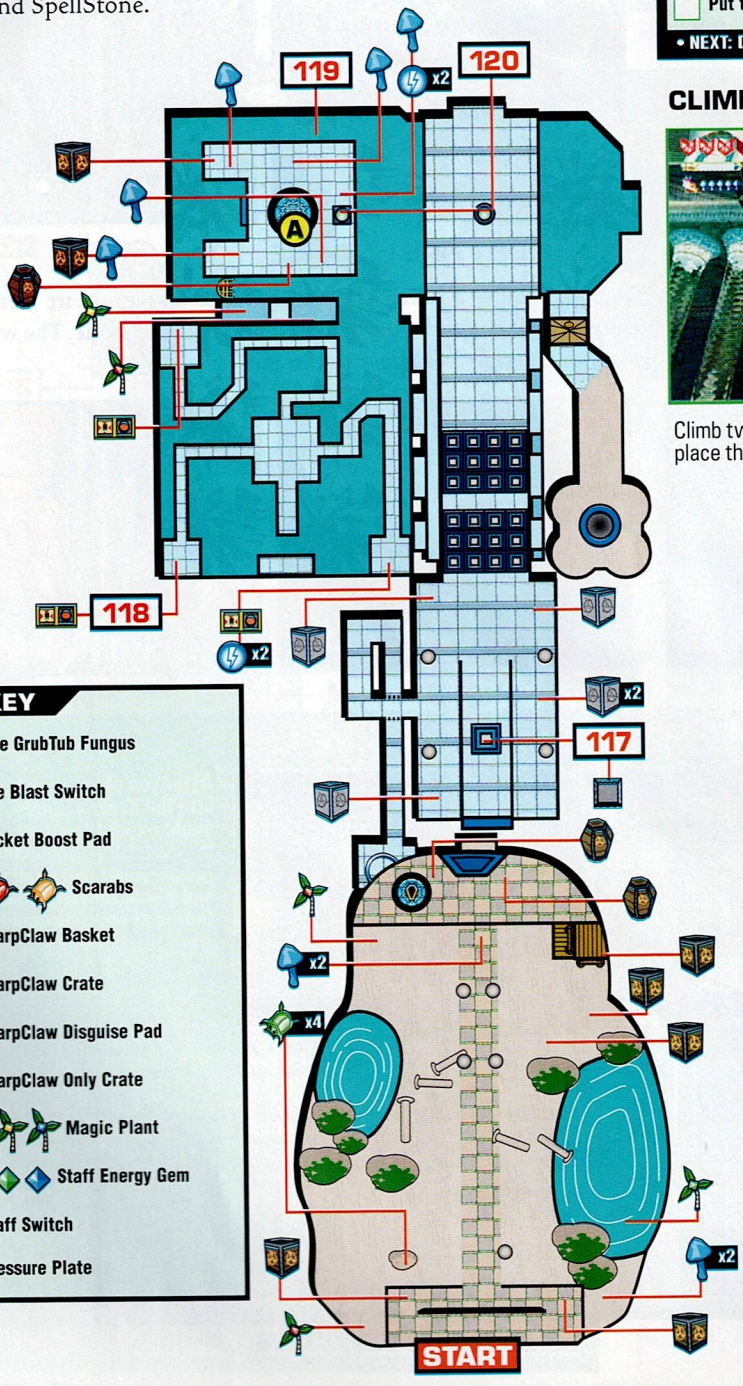
CHECKLIST

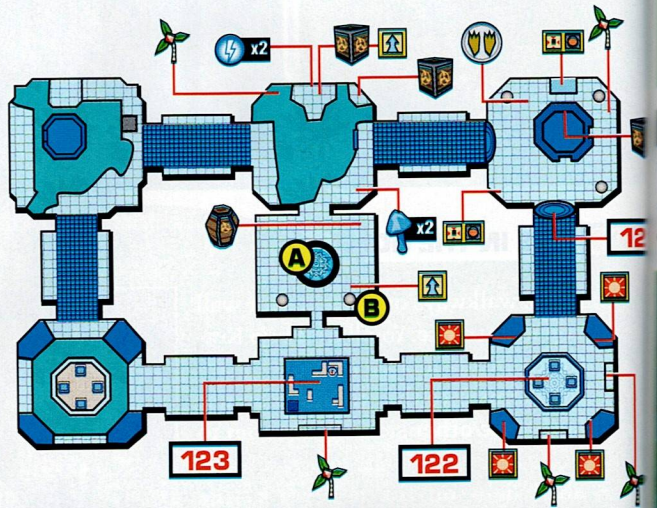
- [ ] Explore the temple passages.
- [ ] Use Warp Pads to access the central chamber.
- [ ] Put the SpellStone in its proper place.

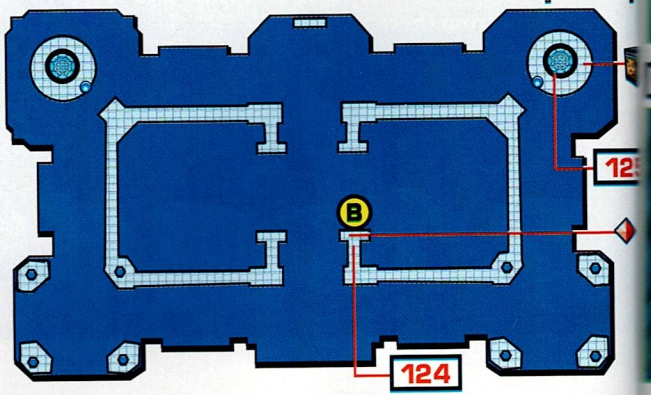
• NEXT: Discover LightFoot Village

CLIMB AND CONNECT

Climb two long ladders to the top of the Ocean Force Point Temple entry cave and place the SpellStone in an indentation to open the temple path.







MAP KEY

- Blue GrubTub Fungus
- Fire Blast Switch
- Rocket Boost Pad
- Scarabs
- SharpClaw Basket
- SharpClaw Crate
- SharpClaw Disguise Pad
- SharpClaw Only Crate
- Magic Plant
- Staff Energy Gem
- Staff Switch
- Pressure Plate

117 TILE TROUBLE

The floor of a large chamber in the temple depths is covered with electric panels. Tell Tricky to stay on a pressure plate and trigger a map of the panels. The map will show you the panel that you can touch first on each row.

118 FLAME ON

You'll discover a network of narrow walkways over the water. When you reach the place where the walk splits into three paths, explore the left passage to find a switch that lights a fire.

Swim over to a low ledge near the raised walkways and leap to a place where the walkway splits into three passages. Make your way up the left path to reach a switch that lights the colored flame.

119 CUT OFF THE FLOW

After you light the fire, return to the central platform and take the right path and middle path up to two other switches. Hit the switches to cut off the flow of water in the chamber, which will give you access to a tunnel. Swim through the tunnel and climb a wall up to the area with the burning flames.

120 FIRE AND WARP

When you reach a Warp Pad, you'll see that it is not active. Line up a shot through the color-changing flame to an orb. Fire when the color of the flame matches the color of the orb to activate the pad.

BREAK AND BOOST

Cross over to the box across the water and break it to reveal a Rocket Boost Pad. Blast off to a high ledge and grab a pair of Fuel Cells.

121 WATER LEVEL WAVERING

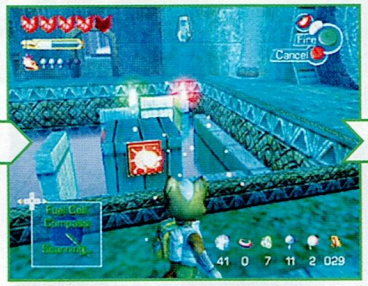
Hit a switch to lower the water level in the flooded room, then hit another switch to open the portal. Use your SharpClaw disguise on a pad to gain access to a block, move the block to the ledge below the first switch, then throw the switch to make the water level rise again. That will give you access to the next room.

122 DOUSE THE SPINNING TORCHES

You'll discover a round hole in the wall of the massive chamber that houses four Krazoa Spirit statues and four torches on a turntable. Tell Tricky to breathe flames into the hole. The torches will light up, the turntable will begin to spin and the statue heads will fill with water. Fire-Blast the switches below the statues to make the Krazoas lean forward and douse the fires. Once the fires are out, a new door will open.

123 SHOOT AND SCOOT

The large block in the pit will move if you hit the round targets on its sides. Aim your shots so that the block slides into the alcove on the far corner. A successful slide will shut off the electric shockers on the ledges.



By Fire-Blasting the targets on the side of the block, you can make the block slide as far as it can go in one direction. Starting from the side of the room opposite to where you entered, blast the block six times while walking around the pit in a counterclockwise pattern. After the block slides into its place, it will activate a Rocket Boost Pad in the first room.

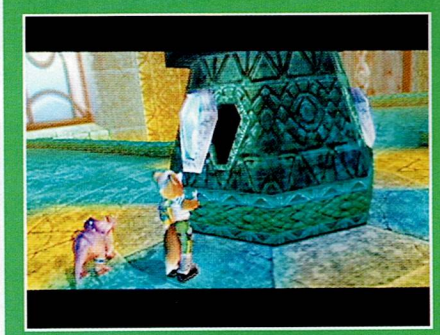
124 NAVIGATE THE LEDGES

Return to the first room that you explored in the area and use the Rocket Boost Pad to launch up to a ledge. You'll reach a network of tunnels that connects the ledges in the area rooms. Run through the tunnels and search for a Warp Pad.

125 BRIDGE THE GAP

The Warp Pad is isolated from the ledges. As you look at the pad, you'l see a color-changing flame and an orb in the distance. Line up a color matching shot to make a bridge appear.

SPELLSTONE SLIDE



When you reach the SpellStone room, you'll know exactly what to do. Place the stone in the pedestal before you and watch as the SpellStone slides to its resting place.

LIGHTFOOT VILLAGE

The LightFoot that you met in Cape Claw was not a bad apple in a good bunch. All of the LightFoots are a little rotten. When you emerge from the maze, a group of LightFoots will take you prisoner on the premise that you stole their Fire Gem. You must set them straight.

CHECKLIST

- [ ] Escape from the bonds of the LightFoots.
- [ ] Find and replace three plugs.
- [ ] Pass the two tests of the LightFoots.
- [ ] Solve a puzzle in the LightFoot shrine.
- [ ] Rescue LightFoot children.

• NEXT: Take the Krazoa Test of Fear

MAP KEY

- Blue GrubTub Fungus
- Scarabs
- Fuel Cell
- SharpClaw Basket
- LightFoot Totem Pole
- SharpClaw Crate
- Rocket Boost Pad
- Magic Plant
- Wooden Block Carvings

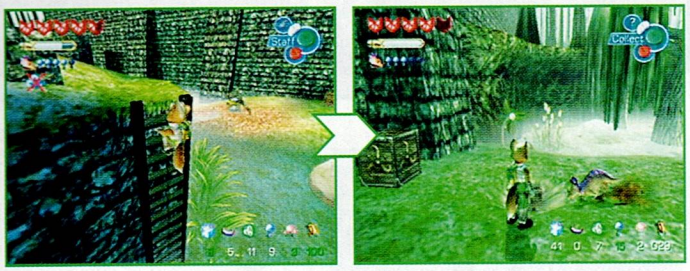
126 TORCH THE TRIBE

You can fight the attacking LightFoots with help from a CloudRunner. A target marker will slide back and forth on a bar at the top of the screen. Press A when the marker hits the shaded section of the bar to make the CloudRunner swoop down and spit fire.

127 BIG DIG DISCOVERY

ROUND CARVING

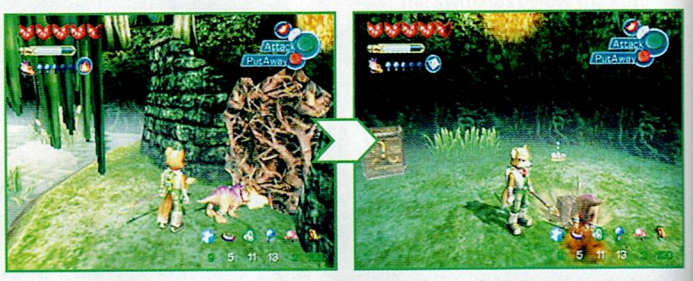
Three of the pedestals on the huge LightFoot Village mound are missing carved blocks. Turn around and head for the closest wall, then search the area near the pit and have Tricky dig up the Round Wooden Block Carving.



128 BURN, DIG, FIND

SQUARE CARVING

After you cross the narrowest section of water, you'll see a thorny blockade on a rock wall. Tell Tricky to burn the thorns to reveal a small circular area. If you have Tricky dig there, you will uncover the Square Wooden Block Carving.



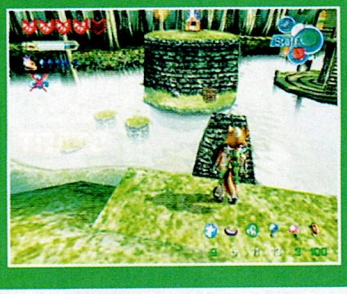
129 REMOTE FIND

TRIANGLE CARVING

In the northeast section of the swamp, you'll find a small section of land that serves as a landing for one of the stilted huts. Have Tricky dig up the soft dirt circle on the island to reveal the last of the three block carvings.

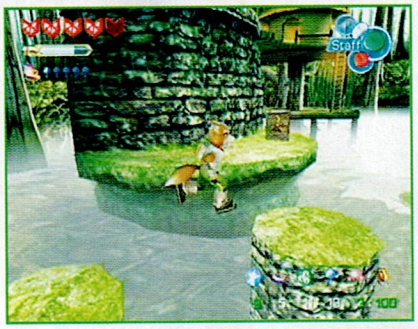
130 BLOCK PARTY

Return to the mound with all three blocks in hand and place the right pegs in the right holes. Each wooden block carving makes a different set of platforms rise to the surface of the water. The platforms will allow you to hop over to several otherwise unreachable LightFoot Village locations.



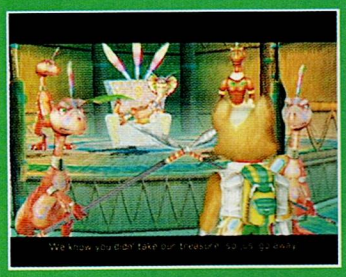
HOP, BOOST AND CLIMB

Head for the mound in the western section of the village that has a totem pole on top. You can make your way to the base of the mound by hopping on newly formed platforms. Uncover a Rocket Boost Pad and blast off to the top of the mound. Cross the bridge to an empty hut, then climb down a ladder. You'll find another bridge that will lead you to the head of the tribe.



131 LEADER OF THE LIGHTFOOTS

The head of the LightFoot Tribe wants to test you before he helps you. He'll give you a choice between two tests, but he won't help you until you have passed both.



132 THE OLD RUNAROUND

The Tracking Test challenges you to find and trigger four totem poles in just a few minutes. The test will take you to all parts of the village. Chart a path, then run to your goals.

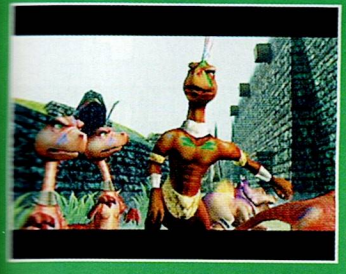
Immediately after you leave the leader's hut, climb up to the top of the stilted hut and cross over to the totem on the mound.

You'll find a Rocket Boost Pad in the area where you found the Square Wooden Block Carving. Blast off the pad to a totem pole.

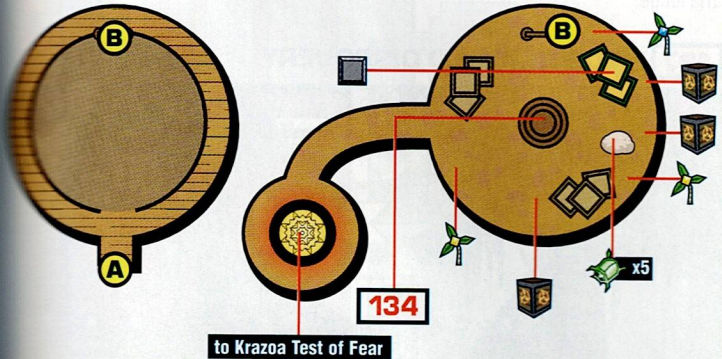
One of the most prominent totems in the village is on the eastern side of the swamp. You can reach the goal by hopping from one platform to the next.

A totem sits on a tall brick tower in the southeast section of the swamp. You can avoid swimming against the current by swimming under the stilted huts. When you get to the base, climb the vine-covered side to the totem.

133 TWITCH TEST



The Test of Strength pits you against village strongman MuscleFoot. You must push him into the hole by way of a lever mechanism before he puts you into the hole. You'll accomplish the task by pressing the A Button repeatedly. A fast, steady rhythm is your key to success.



MAP KEY

- Pressure Plate
- SharpClaw Crate
- Scarabs
- Magic Plant

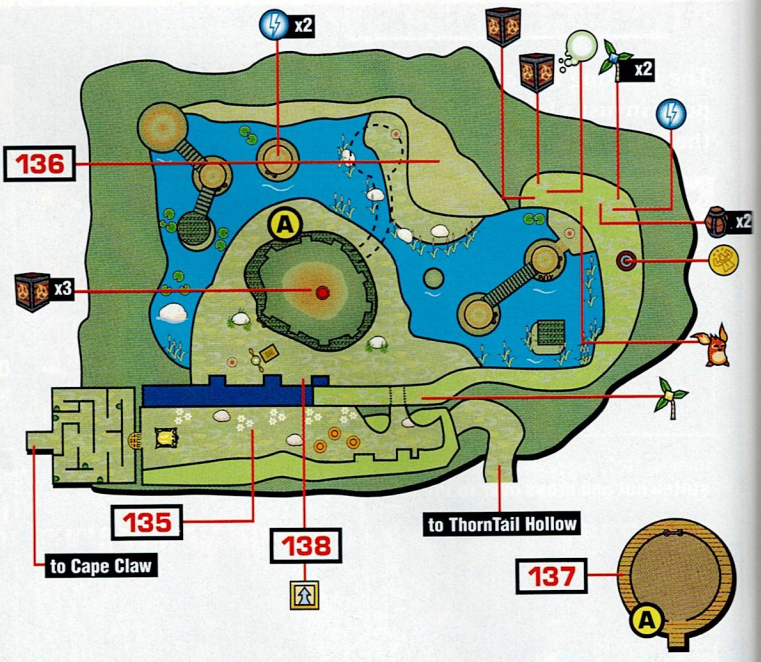
134 COMPLETE THE PICTURE

After you complete both tests, the leader of the tribe will open up a special inner sanctum. Enter the chamber, climb down a ladder and climb up to a pressure plate.

When you're on the pressure plate, individual segments of the totem in the center of the room will spin. Each segment has a piece of a serpent picture on one side. When the segment pictures line up with the picture on the totem base, fire at the segments to stop them from spinning. After the picture is compete, you will have access to a Krazoa Temple warp.

TROUBLED TRIPLETS

After you take the tests, you will earn the trust of the LightFoot tribe. If you visit the huts that were empty before you took the tests, you will find members of the tribe who will ask you to find three groups of three children each.



135 SHAKE THE TREES

You'll find one of group of three missing children in trees outside of the village wall. Hit the trunks to shake the children loose.

MAP KEY

- BafomDad
- Token Well
- FireFly
- Fuel Cell
- Rocket Boost Pad
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant

SECRET GATE

Once you leave the village proper, the gate will close. Exit the tree-lined area and return to watch a member of the tribe unlock the gate. The key is to hit trees in a certain order.

Three trees in a row are painted with bull's-eyes. Hit the targeted tree closest to the gate with your staff, then hit the far tree and, lastly, the middle tree. The gate will open to give you you village access.

136 FOREST FIND

One of the LightFoot parents will tell you that her children like to play in the woods. Boost up to the wooded section to find the wandering youths and shoo them off the ledge.

137 UNDERGROUND DISCOVERY

After a member of the tribe gives you a clue about the children playing underground, go to the Krazoa Shrine. You'll find LightFoot triplets on the upper level. Shoo them out the door.

138 ROCKET UP TO THE OUTER EDGE

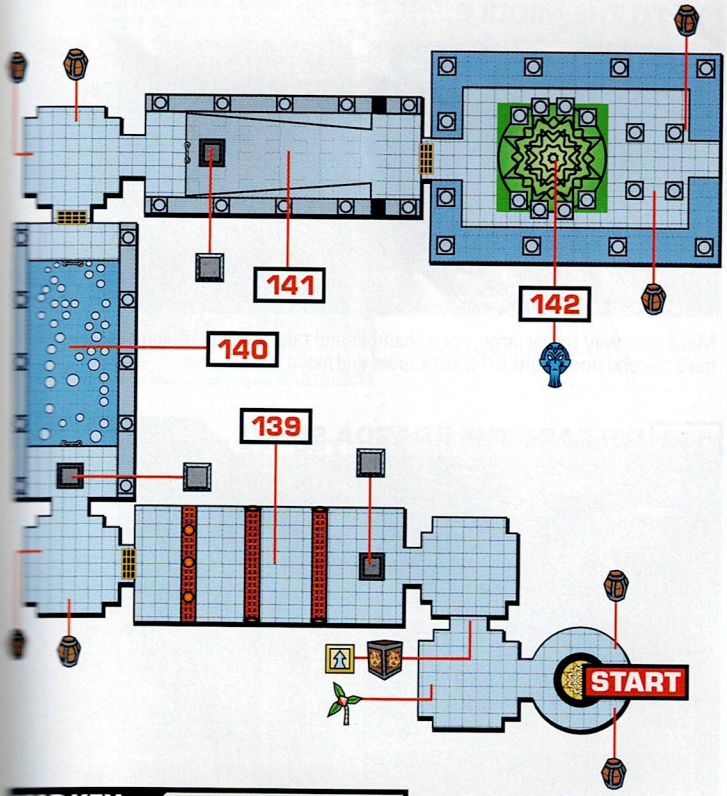
By saving all three groups of LightFoot children, you will have access to new items: For the first group of three, you'll gain access to two Fuel Cells; the second group will make three SharpClaw Crates appear; and the third set will produce a new Rocket Boost Pad near the edge of the village. Use the pad to fly up to a ridge, and find a Fuel Cell and a BafomDad.

WELL FOUND

You'll find a Token Well on the upper ridge. You'll be able to use the token that you buy from the well to get a fortune from the well in the WarpStone's Game Well Maze.

KRAZOA TEST OF FEAR

The quest to collect another Krazoa Spirit starts in a series of booby-trapped chambers. After you survive flames, spikes and rolling barrels, you will help Fox face his greatest fear. If you endure the test without flinching, the spirit will possess Fox.



MAP KEY

- Pressure Plate
- Krazoa Spirit
- Rocket Boost Pad
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant

CHECKLIST

- [ ] Survive the trap-packed obstacle course.
- [ ] Pass the Test of Fear.

NEXT: Warp to Krazoa Palace

139 FIRE FLIGHT

After you rocket up to the obstacle course, you will find yourself in a long chamber with a pressure plate on one end and a gate on the other end. Stand on the plate to open the gate, then run through the chamber, past several flame jets, before the gate closes.

140 SWIMMING SURVIVAL TEST

The next long chamber features a spike-filled pool. When you stand on the pressure plate, the gate will open and the pool will begin to drain. The lower the water level is, the harder it is to navigate past the spikes. Dive in quickly and avoid the middle.

141 ROLLING THUNDER

Barrels roll down a long ramp and crash when they hit the wall. Stand on a pressure plate to open the gate at the top of the ramp, then start running. Focus on one barrel at a time and zigzag out of the way. You can also roll under barrels while they're in the air.

142 FEAR FACTOR

The Test of Fear is an unsettling collection of illusions. As raptors run and leap toward Fox and a shadowy image of General Scales make a startling appearance, a red line will sway back and forth in a meter at the top of the screen. You must keep the line in the meter's shaded area as you face your fears by pressing Left and Right on the Control Stick.

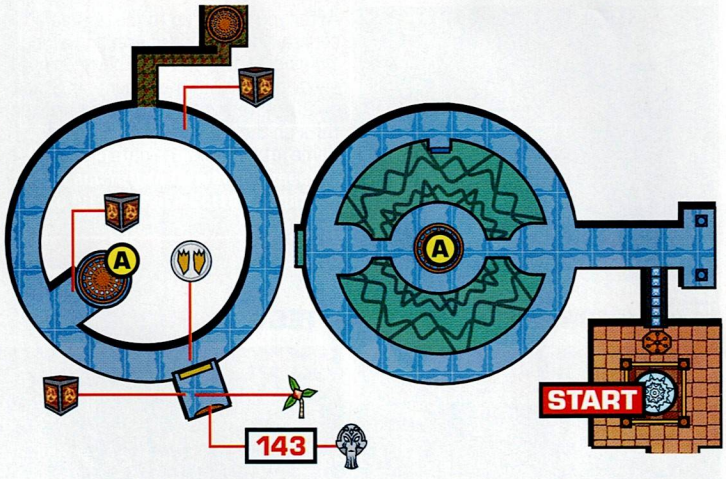
KRAZOA PALACE

With the Krazoa Spirit surging through Fox, you must warp to the Krazoa Palace and return the spirit to its rightful place. Return to ThornTail Hollow and use the WarpStone to travel to the palace.

CHECKLIST

- [ ] Warp to Krazoa Palace.
- [ ] Return the Krazoa Spirit to its rightful place.

NEXT: Return to the ThornTail Hollow



MAP KEY

- Release Krazoa Spirit
- SharpClaw Disguise Pad
- SharpClaw Crate
- Staff Energy Gem Tree

FLY TO THE MIDDLE

Make your way to the large, open chamber and take a wind lift flight to the chamber's second floor. Fight off SharpClaws and move on.

143 RELEASE THE KRAZOA SPIRIT

While exploring the second floor, you will find a locked door and a SharpClaw disguise pad. Use your SharpClaw disguise to open the door. You'll find a warp to the Krazoa Spirit's resting place on the other side.

THORNTAIL HOLLOW

Before you can fly to the next SpellStone location, you must do a favor for a desperate ThornTail and earn an upgrade. The upgrade will allow you to open the gate in the sky to the Walled City.

CHECKLIST

- [ ] Save the ThornTail eggs and collect the Portal Move.
- [ ] Open the portal door in the queen's chamber.

NEXT: Fly to Walled City

144 EGG MANIA

Explore the WarpStone's garden to find a ThornTail mother who fears for the safety of her eggs. The eggs are in the center of a cave chamber where thieving creatures can enter from the sides. A clock will begin to tick down. If you can fight off the thieves, you will earn a staff upgrade. Use Ground Quake to take on several thieves at once.

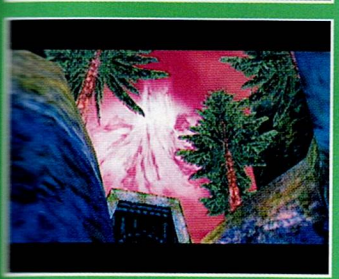
145 DROP DOWN FOR AN UPGRADE

◀PORTAL MOVE

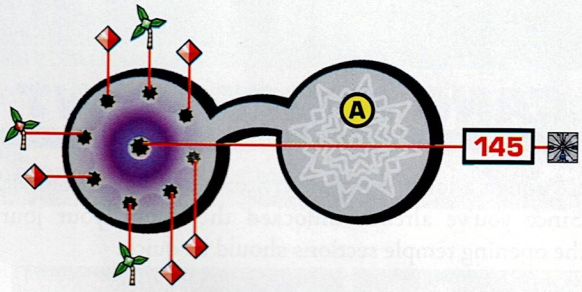
SF

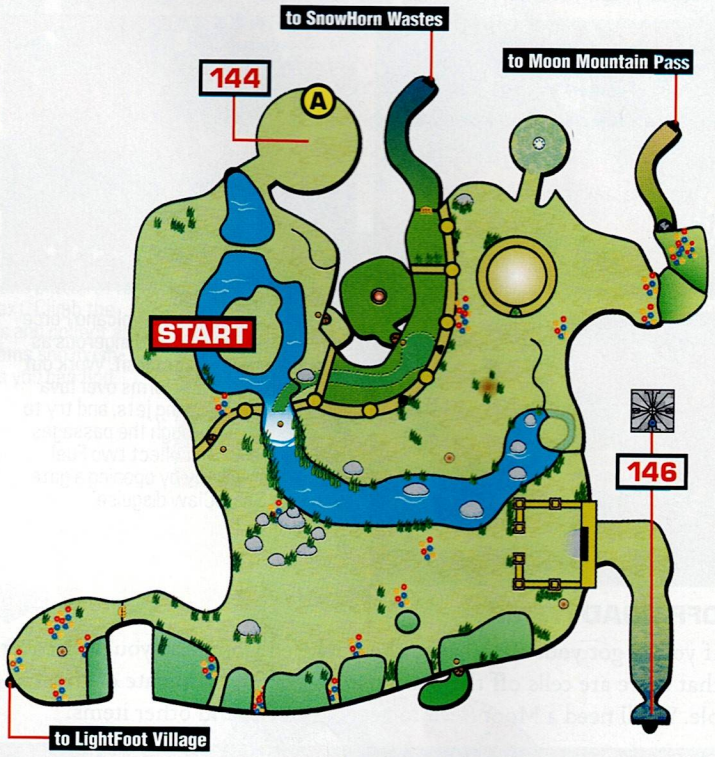
After you save the ThornTail eggs, the thankful mother will open up an underground cave for you. Drop into the cave to upgrade your staff. The upgrade will allow you to open special portals that are scattered throughout Dinosaur Planet.

146 THE KING'S SECRET



Once you have the Portal Move staff upgrade, talk to the Queen Earthwalker. She will fill you in on the King's role as a GateKeeper. Since the king is held captive in the Walled City, he can't open the Walled City space gate for you. Use your staff to open the portal behind the queen. That will open the gate.





MAP KEY

- Portal Move
- Portal Door
- Magic Plant
- Staff Power Gem

STOP FLY TO THE KING

You have two reasons to fly to the Walled City—save the King Earthwalker and collect another SpellStone. The flight will be challenging and the fight in the city will be rough. Prepare yourself for a hard road ahead.

Go to Walled City pg. 104

RETURN TO MOON MOUNTAIN

The third SpellStone belongs in the Volcano Force Point Temple. After you come back from your first adventure in the Walled City, make your way through Moon Mountain Pass to the temple. Be sure to collect a MoonSeed along the way.

VOLCANO FORCE POINT TEMPLE

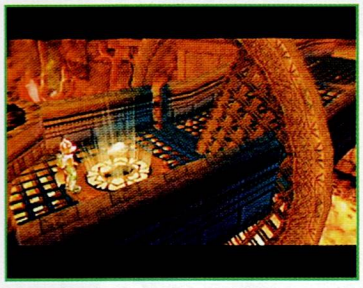
You'll run through a lot of familiar territory in Volcano Force Point Temple. Since you've already unlocked the doors, your journey through the opening temple sections should be quick.

CHECKLIST

- [ ] Enter Volcano Force Point Temple with the third SpellStone.
- [ ] Solve a series of new puzzles and put the stone into its place.

NEXT: Save ThornTails in ThornTail Hollow

TRIALS BY FIRE

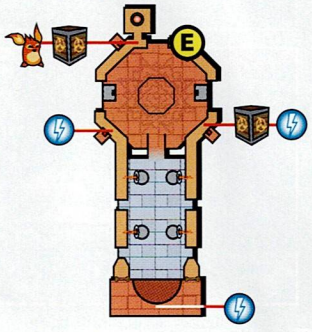


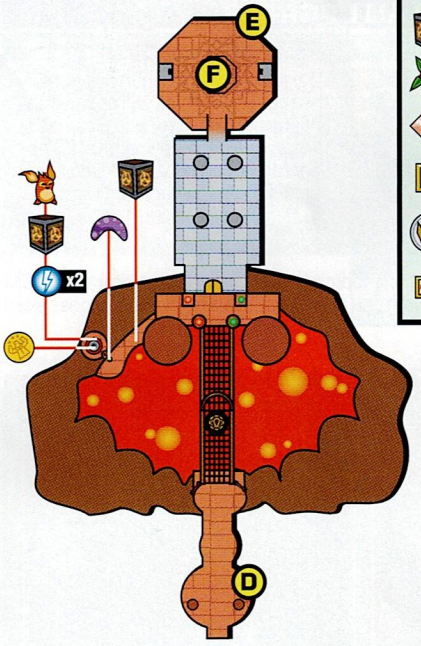
The familiar paths in the Volcano Force Point Temple are just as dangerous as they were on your first visit. Work out the timing of the platforms over lava and the flame-spewing jets, and try to make your way through the passages unharmed. You can collect two Fuel Cells along the way by opening a gate with your SharpClaw disguise.

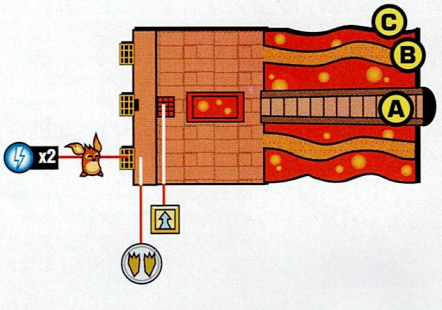
OFF-ROAD ITEMS

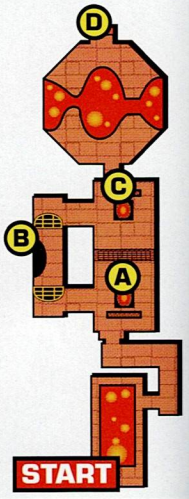
If you've got your PDA set to the Fuel Cell Compass, you'll discover that there are cells off the main path, near the main gate of the temple. You'll need a MoonSeed to get to the cells and other items.

Travel west from the main gate, climb down a cliff face and plant a MoonSeed. After Tricky adds his fire to the equation, a vine will sprout. Climb the vine to two Fuel Cells, a BafomDad and a well.









MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Token Well
- Fuel Cell
- MoonSeed Planting Patch
- Pressure Plate
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Staff Energy Gem
- Rocket Boost Pad
- Sharp Claw Disguise Pad
- Staff Switch

DEEP CHEAT

The cave near the main gate that holds Fuel Cells and a Bafom-Dad also features a Cheat Well.

156 OLD TEMPLE, NEW PATH

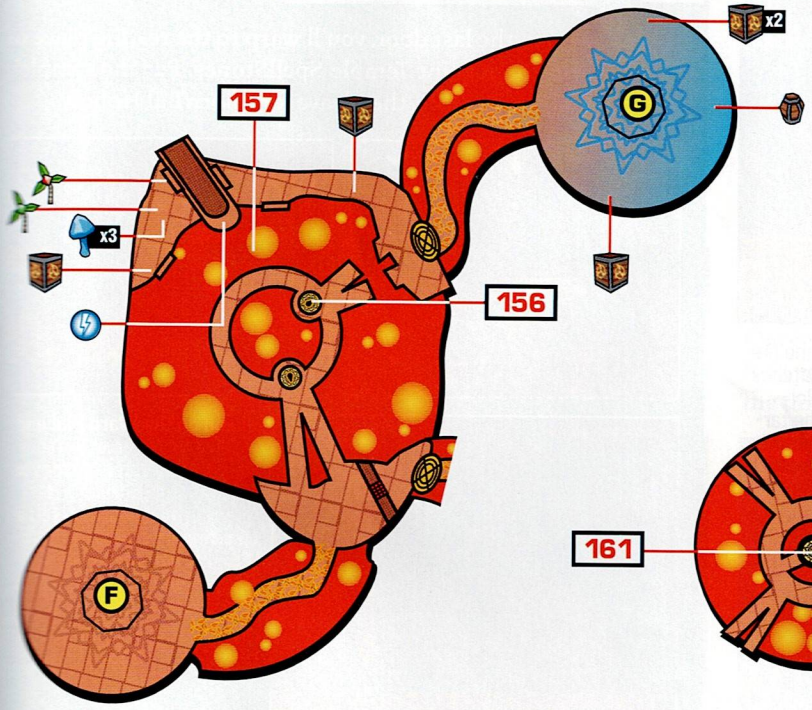
Collect two Fuel Cells on a high ledge, then take the elevator down to the depths of the temple. You'll find a place to put the new SpellStone, close to an indentation where you put the first SpellStone. Place the SpellStone to open an unexplored path.

157 LAVA AND LEDGES

The new passage is on the other side of a large lava moat. You can cross the lava by hopping on floating platforms. Some of the platforms have flaming vents. Before you hop onto them, be sure to extinguish the flames with an Ice Blast. If you climb the ledges in the area, you'll find gems and GrubTubs.

Drop down to the level of the lava and hop from one platform to the next. Climb the ledges and collect all of the gems and mushrooms you can find.

You'll have a good view of the room from the top of the ledges. If you want to take the quick way down, you can jump from a ledge to the ringed walkway.



158 EXTINGUISHING ORDER

After you ride an elevator up to a new section of the temple, you'll find a ladder that leads to a high ledge. You must extinguish all of the torches on the ledge to unlock the next door. The flames will reignite after you freeze them unless you put them out in the right order: blue, green, red, then yellow. When the final flame flickers out, locking braces will disappear from the door.

Use Ice Blast to extinguish the blue torch, then the green, red and yellow torches, in that order.

159 PRESSURE PLAY

Two SharpClaws will surprise you in the room with the pressure plate and the out-of-reach ladder. Put the pressure on the guards, then tell Tricky to stay on the plate. The ladder will lower.

After you fight off the SharpClaws, instruct your sidekick to stay on the pressure plate. Climb the ladder that drops, then extinguish the flame at the top to reveal a switch. The switch will open a gate on the lower floor.

160 BLASTED ORBS

You'll find three orbs on the wall of the room with a fiery platform and a pressure plate. Have Tricky stay on the plate to make the platform move and fire on the orbs through a color-changing torch.

Line up orb shots through the fire and shoot when the fire matches the color of the orbs. A color-matching shot will make the target orb glow. After you make all three orbs glow, you'll earn passage to the next room.

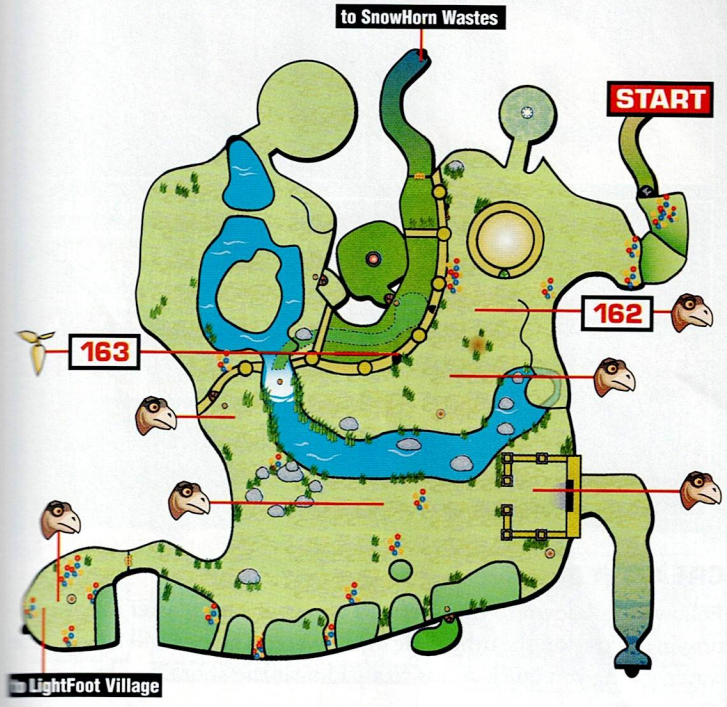
161 THE SPELLSTONE STAYS

After you open the last door, you'll warp to the resting place of the Volcano Force Point Temple SpellStones. Put the temple's second stone in its place, then leave for ThornTail Hollow.

Jump on the Warp Pad and return to the blue-tinted SpellStone room. After you put the SpellStone in its place, you'll find yourself at the temple's main gate. From there, your adventures will take you back to the hollow.

THORNTAIL HOLLOW

You'll reach ThornTail Hollow just in time to save the hollow's helpless dinosaurs. Winged creatures will emerge from the ancient well and attack the ThornTails. You must pluck them out of the air.



MAP KEY

- Gold Artifact
- ThornTail

CHECKLIST

- [ ] Save the ThornTails from an air attack to earn the Large Scarab Bag.
- [ ] Accumulate Scarabs, then purchase the SnowHorn Artifact.

NEXT: Venture to Snowthorn Wastes

162 BATTLE THE BATS

Winged beasts have descended upon the hollow and are swarming around six of the area's dinosaurs. Run up to the ThornTails, lift your Fire Blaster to the sky and take out the bats as they circle the big beasts. Time is tight. You must free all of the ThornTails before the bats cause too much damage.

You'll find three bats circling around each ThornTail. Get close and hit them with Fire Blaster shots.

One of the ThornTails is in the tunnel to LightFoot Village. After you save all six of the dinosaurs, you'll earn the Large Scarab Bag.

163 BIG BUY

SNOWHORN ARTIFACT

The most expensive item in the ThornTail Store is the very thing that one of the SnowHorns has been looking for. Collect a lot of Scarabs, then purchase the SnowHorn Artifact.

DELIVER THE ARTIFACT

Once you have the SnowHorn Artifact, you will have what you need for a productive visit to the SnowHorn Wastes. Climb the ladder, enter the tunnel and continue your journey.

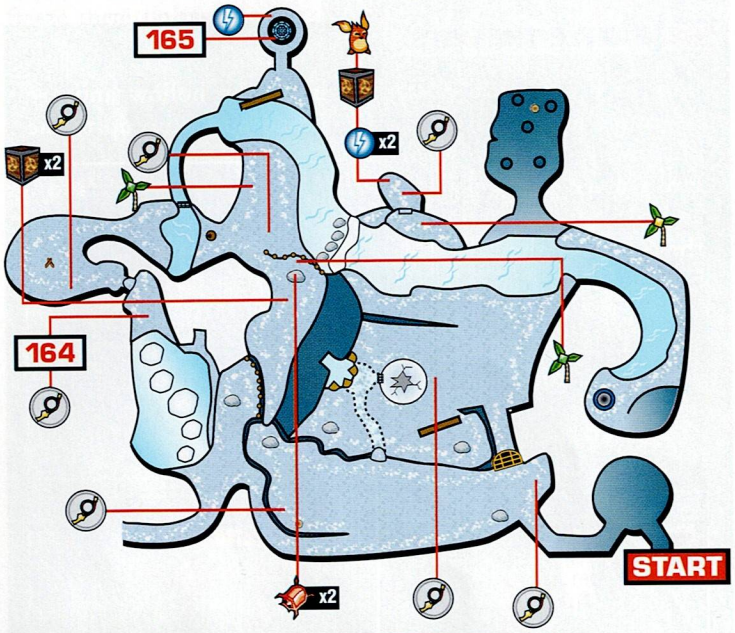
SNOWHORN WASTES

Your reward for returning the SnowHorn Artifact to its owner will be a timed tour around SnowHorn Wastes, followed by a warp trip to the next Krazoa test.

CHECKLIST

- [ ] Give the ShowHorn Artifact to the mammoth on the pond.
- [ ] Blow the Dinosaur Summon Horn on a series of pads before time expires.

NEXT: Warp to the Krazoa Shrine

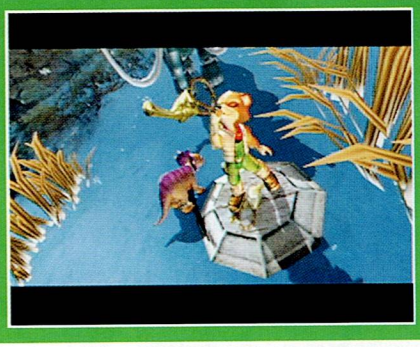


MAP KEY

- BafomDad
- Dinosaur Horn Pad
- Fuel Cell
- Scarabs
- SharpClaw Crate
- Magic Plants

164 BRING BACK THE ARTIFACT

Shabunga claims to have "found" the SnowHorn Artifact in SnowHorn Wastes. When you return to the wastes with the item, you'll find its rightful owner.



Follow the path up to the area above the SharpClaw prison and hop across the pond to the area's lone SnowHorn. After you give the item to the SnowHorn, he will start a timer and challenge you to find a series of Dinosaur Horn Pads before the time expires.

MELT THE WALL

A Dinosaur Summon Pad will rise from the snow in an area behind the gray SnowHorn. Tell Tricky to apply heat to an ice wall that blocks your way, then run to the pad and play the horn.

Once you play the horn on the pad that emerges near the SnowHorn, another one will appear in an area behind him. Walk around the mammoth, tell Tricky to melt a barrier and look for the pad on the other side.

CREATE A BRIDGE

Follow a trail down to the river and aim your Fire Blaster at the creature in the tree on the other side of the water. The tree will fall over the water, giving you quick access to a pad near the shore.

Hit the creature in the tree with a Fire Blaster shot to make the tree fall over the river. Use the fallen tree as a bridge across the water and look for a Dinosaur Horn Pad on the other side.

TRAVEL TO THE TUNNEL

After you play the horn near the river, take the most direct route to the tunnel entrance. Along the way, you will find two more Dinosaur Horn Pads. Play the horn on each pad.

GO TO THE GATEKEEPER

Enter the SharpClaw Prison and run to Garunda Te. You'll find a pad near the GateKeeper. Play the horn there, then head for the water.

Run to the GateKeeper and play the horn on another pad, then run to the water and knock over another tree.

CROSS AND CLIMB

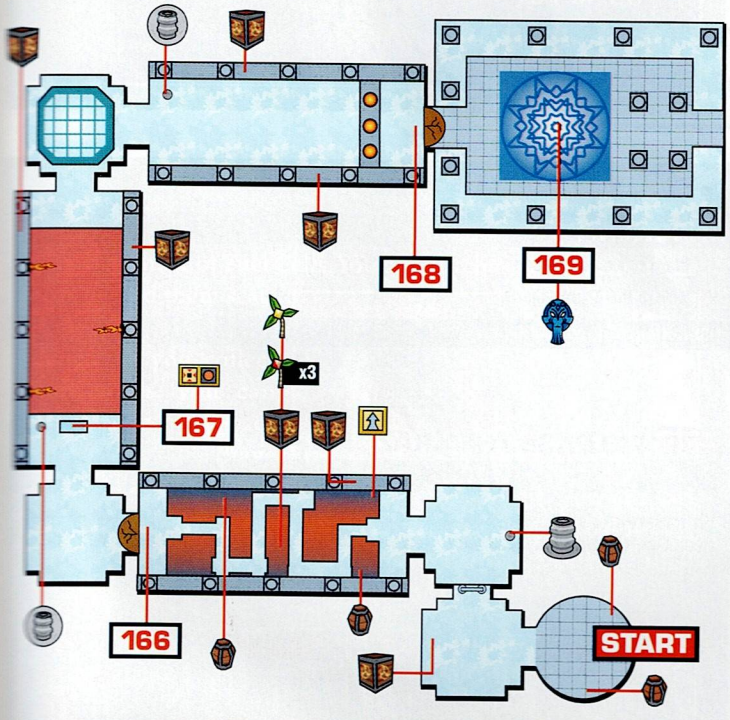
After you knock down a tree to make a new bridge across the water, run to the other side and climb the wall. You'll find the final Dinosaur Horn Pad on a ledge.

165 WARP TO THE SHRINE

After you play the horn on the last Dinosaur Horn Pad, a cave near the water will open. Talk to the gray SnowHorn near the cave, then enter the cave and warp to the next Krazoa test.

KRAZOA TEST OF STRENGTH

A challenging obstacle course leads to another Krazoa Spirit test. After you pass the test, you will have a new Krazoa Spirit to release in the Krazoa Palace.



MAP KEY

- Fuel Barrel Generator
- Fuel Barrel Pad
- Krazoa Spirit
- Rocket Boost Pad
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Staff Switch

CHECKLIST

- [ ] Run through an obstacle course to the Krazoa Spirit.
- [ ] Take the Krazoa Test of Strength.

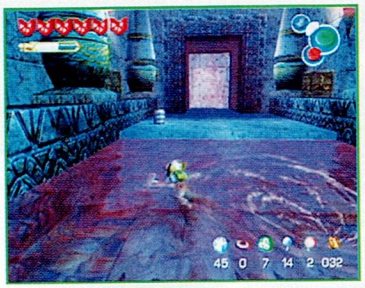
NEXT: Warp to Krazoa Palace

166 SLIP, SLIDE AND EXPLODE

You'll find a weak wall at the end of a slippery zigzag path over a pit. Fire Blast the flying creatures, then pick up a Fuel Barrel and navigate the path.

When you get to the end of the path, toss the barrel at the weak wall to open a passage to your next challenge.

167 FLIGHT OF THE FUEL BARREL



A barrel-carrying robot floats in the air over a pool. Retrieve a barrel from the previous chamber, put it on a pad and let the robot carry it away. As the robot flies, hit a switch to redirect the flames in the room to make sure the robot doesn't fly through fire.

168 TOSS AND CARRY

After you get the barrel across the pool, throw it to the other side of a wind tunnel, then face off with a SharpClaw guard.

Fight the guard, then pick up the barrel and carry it to the other end of the long chamber. When you reach the brick obstacle, wait for the fire geyser in the center to stop for a moment and toss the barrel over the barrier to break through the wall.

169 SHOW YOUR MUSCLE

The Krazoa Spirit will pit you against a SharpClaw in a test that is very similar to the LightFoot Village Test of Strength. Press the A Button quickly and repeatedly to push a stone turntable. When you rotate it 180 degrees, you'll pass the test.

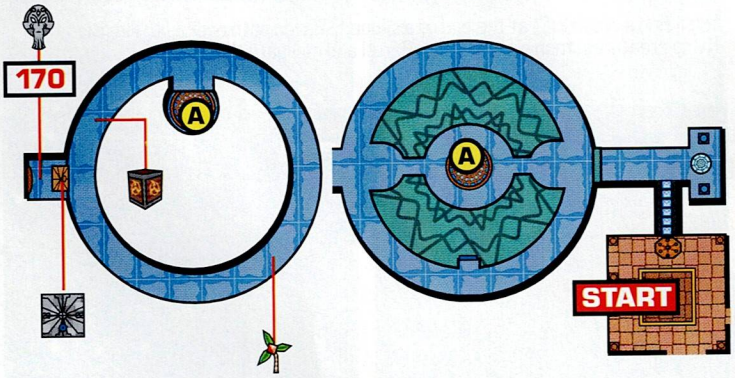
KRAZOA PALACE

Possessed by the Krazoa Spirit, you will take a short journey to the palace and release the spirit to its place. The release point is on the other side of a Portal Door. Float up one floor and look for the door.

CHECKLIST

- [ ] Warp to Krazoa Palace.
- [ ] Return the Krazoa Spirit.

NEXT: Rturn to ThornTail Hollow



MAP KEY

- Portal Door
- SharpClaw Crate
- Release Krazoa Spirit
- Magic Plant

170 RELEASE THE KRAZOA SPIRIT

Use the wind lift in the large, open chamber to float up to the lowest ledge. Run around the ledge, collect a gem from a tree, fight a SharpClaw, then open a Portal Door. You'll find a place to release the spirit on the other side.

THORNTAIL HOLLOW

Your short visit to the Krazoa Palace will be followed by a short return to ThornTail Hollow. You'll seek out the GateKeeper then fly to Dragon Rock.

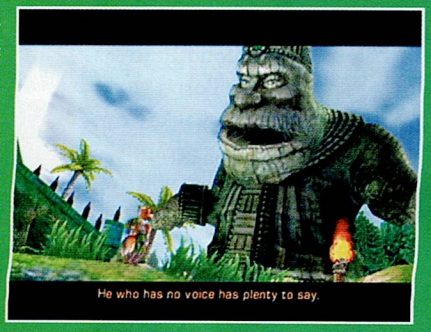
CHECKLIST

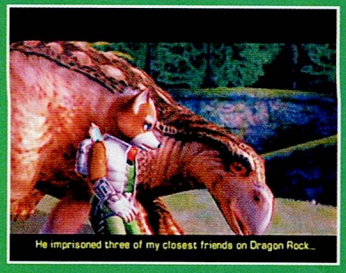
- [ ] Find the ThornTail GateKeeper and have him open the gate.
- [ ] Prepare for an Arwing flight.

NEXT: Fly to Dragon Rock

171 THORNTAIL GATEKEEPER

The WarpStone will tell you to talk to the ThornTail who does not say very much. You'll find the Thorn-Tail near the ancient well. He will have something to say—for a change.



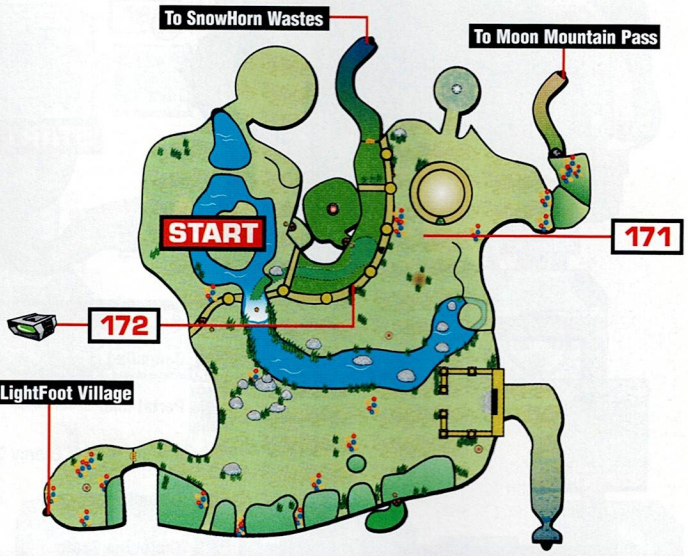


Find and speak to the ThornTail GateKeeper. He will tell you his story then open the way to Dragon Rock.

172 IMPROVE YOUR SIGHT

◀HI-DEF DISPLAY DEVICE

If you haven't purchased the Hi-Def Display Device from the ThornTail Hollow Store yet, you should pick it up before you leave for Dragon Rock. Good long-distance vision will come in handy over the course of your adventure there.



MAP KEY

Hi-Def Display Device

STOP FIND FUEL

Your first trip to each of Dinosaur Planet's moons requires a certain number of Fuel Cells. You can purchase Fuel Cells in the store or find them scattered throughout the planet. As you collect more tools, you can access new parts of areas that you have already explored and discover more cells. Use the Fuel Cell Compass to find them.

It pays to return to areas that you have already explored. Sometimes you'll find Fuel Cells that weren't there before or that you might have missed.

Once you have all of the Fuel Cells you need, climb into the Arwing and take off for another adventure.

Go to Dragon Rock pg. 116

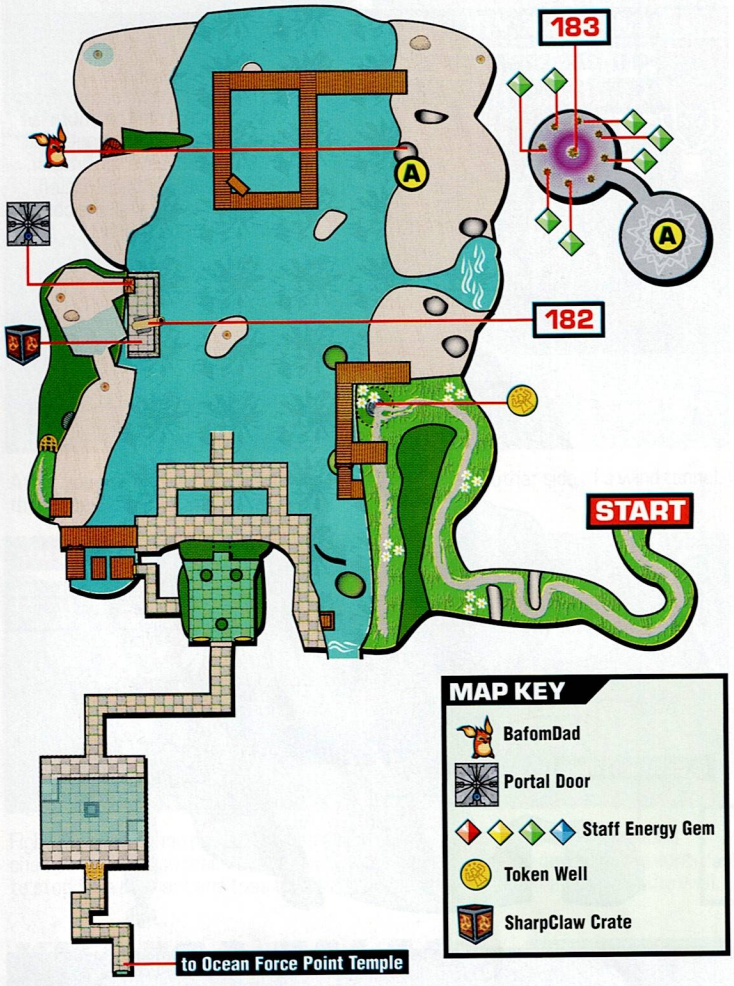
CAPE CLAW

While you were away from Cape Claw, the SharpClaws built a barricade in front of Ocean Force Point Temple. Before you can enter the temple, you must destroy the blocking planks.

CHECKLIST

- [ ] Use a SharpClaw Cannon to break into a cave and Ocean Force Point Temple.
- [ ] Enter the temple to return the SpellStone to its rightful place.

• NEXT: Explore Ocean Force Point Temple



MAP KEY

- BafomDad
- Portal Door
- Staff Energy Gem
- Token Well
- SharpClaw Crate

182 SEIZE THE CANNON

SharpClaws have erected a rickety wooden barricade at the entrance to the temple. You'll need firepower to blow away the blockade. Enter the cave near Queen CloudRunner's former cell. Open the Portal Door, extinguish a fire, then take control over the SharpClaw cannon. A single cannonball blast will provide enough power to knock out the barricade.

Once you have the means to open a Portal Door, you can make your way to the cannon above the beach. After you take control over the cannon, train your sights on the Ocean Force Point Temple entrance.

183 CRASH INTO A CAVE

Before you take off for the temple, turn the cannon toward the beach and hit the huge rock near the pier. Step away from the cannon and swim across the beach to investigate the rubble. You'll find a BafomDad and a hole that leads to a staff energy upgrade.

Destroy the huge rock with cannon fire, then swim to the beach to collect a BafomDad and upgrade the energy-holding capacity of your staff.

A WALL AND A WELL

You can cause a lot of destruction with the SharpClaw cannon. If you train the cannon on the rock wall under the walkway that leads to LightFoot Village, you'll blow open the entrance to a cave. Inside the cave, you'll discover a Token Well.

OCEAN FORCE POINT TEMPLE

Ocean Force Point Temple has undergone a few changes since your last visit. The rooms are arranged in the same pattern, but one of the puzzles has been altered.

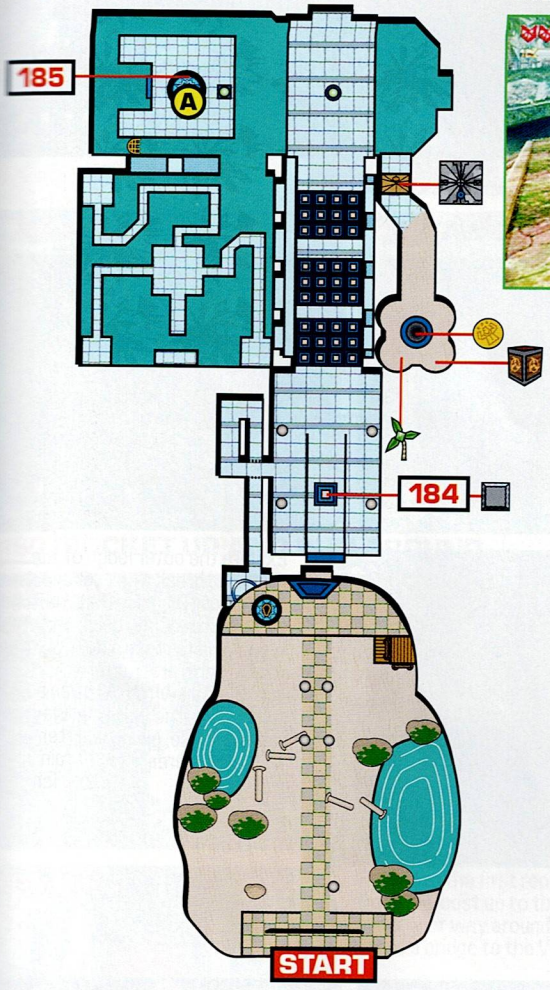
CHECKLIST

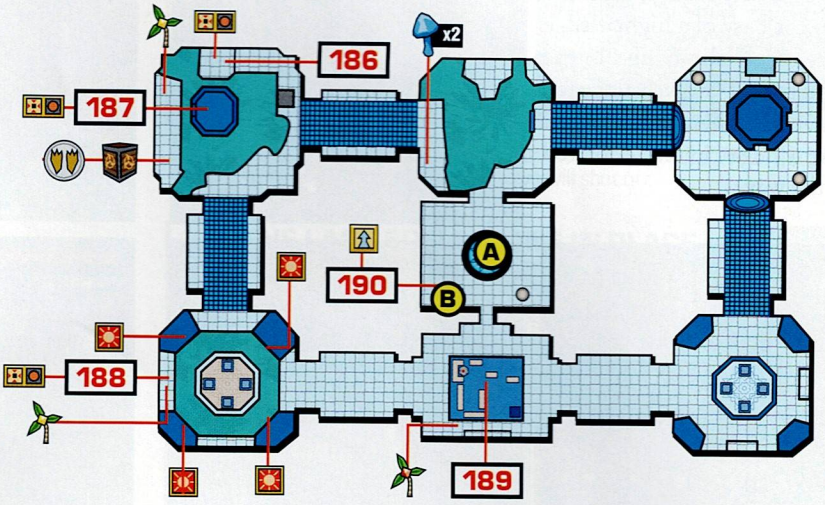
- [ ] Solve puzzles to make your way into the depths of the temple.
- [ ] Put the final SpellStone in its place.

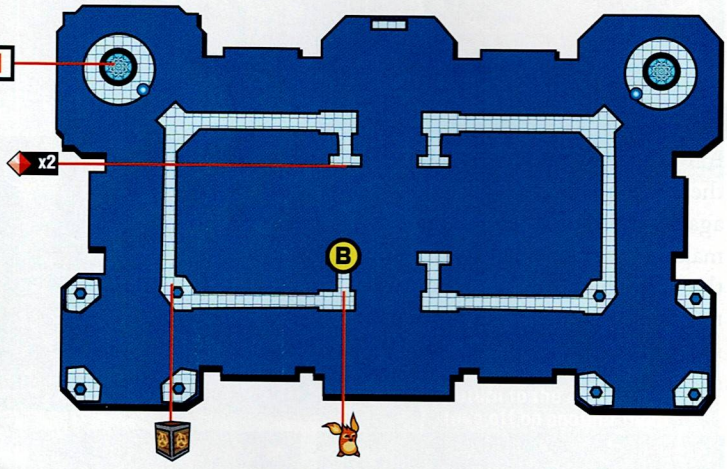
• NEXT: Fly back to the Walled City

ONCE MORE INTO THE DEEP

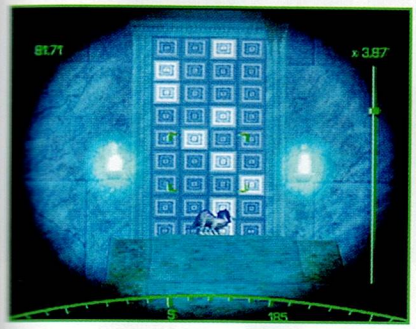
You'll enter Ocean Force Point Temple the same way you entered it the first time. Make your way to the secluded beach, climb two ladders and place the SpellStone in the keyhole.







184 TURN OFF THE POWER



You'll find more electric panels on your second visit to the temple than you saw on your first visit. Have Tricky stay on a pressure plate to reveal the pattern of electric panels that are safe to stand on, then stand on the right panels to turn off the rows, one at a time.

MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Token Well
- Fire Blast Switch
- Portal Door
- Pressure Plate
- Rocket Boost Pad
- SharpClaw Crate
- SharpClaw Disguise Pad
- Magic Plant
- Staff Energy Gem
- Staff Switch

WATER WELL

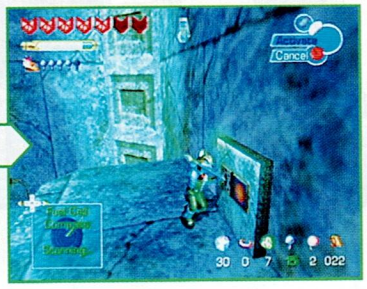
After a quick swim, you'll find a Portal Door. Open the door to discover a few helpful items and a well.

185 WALK, SWIM AND WARP

Swim down the same tunnel as before, climb up to the Warp Pad and warp to the next section of the temple.

186 BLOCK BOOST

Once you work your way around to a big block on a ledge, push the block to the base of a higher ledge and use it to climb up to the top. You'll find a lever-activated switch on your new perch. Hit it to make a huge circular door roll out of the way.



187 RAISE THE WATER

Explore the outer ledge of the room and break a box to reveal a SharpClaw Disguise Pad. Switch to your SharpClaw guise and step on the pad to make a door on the room's central structure drop. You'll find a switch. After you hit the switch, the water level in the room will rise, giving you access to the next area.

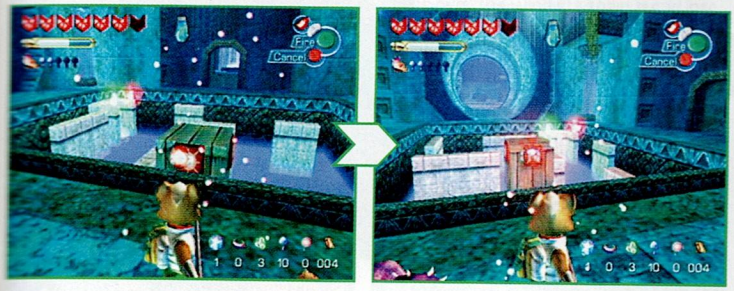
188 COLOR-CODED DOUSING

In the room with the turntable and the Krazoa Statues, you will once again extinguish the flames by making the statues spill water onto the turntable's torches. The variation in the puzzle is that you must match Krazoas with torches of the same color.

You'll have only a few minutes to douse all four torches. The Krazoa Statues and the torches are color-coded. Hit the Fire Blast Switches to make the statues extinguish their matching torches. The turntable speeds up as you extinguish the flames. Be sure to hit the switches in time so that the water pours onto the quickly moving torches.

189 SHOOT AND SLIDE

The mechanics of the block-sliding puzzle are the same as they were on your first visit to the temple, but the path to the trigger point is slightly more complex. Climb the wall and look down at the puzzle to formulate a plan of attack. While you're on the high ledge, you can pick up a gem to energize your Fire Blaster, too.



Hit the targets on the side of the block to make it slide around the maze. Start by hitting the block twice while you move around the pit clockwise.

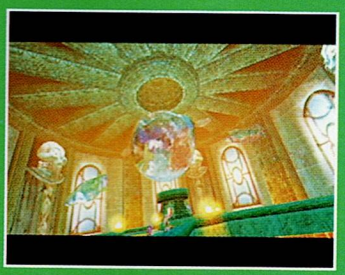
Move around the pit counterclockwise four the final four shots. When the block is in place, the electricity on the ledges above will shut off.

190 ROCKET UP AND RUN AROUND

Return to the first room in the area and Rocket-Boost up to the ledge, then work your way around the ducts and cross a bridge to the Warp Pad.

191 THE LAST SPELLSTONE IN PLACE

Warp to the blue-tinted room where you deposited the first three SpellStones and put the final SpellStone in its place. Mission accomplished! Now, you're really making progress.



MISSING SPIRIT

Even though all of the SpellStones are in place, the planet has not pulled itself back together. Talk to Queen EarthWalker. She'll tell you to go back to the Walled City for a missing Krazoa Spirit.

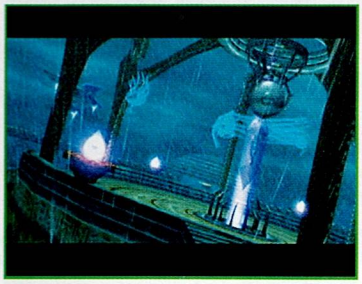
STOP WALLED CITY RETURN

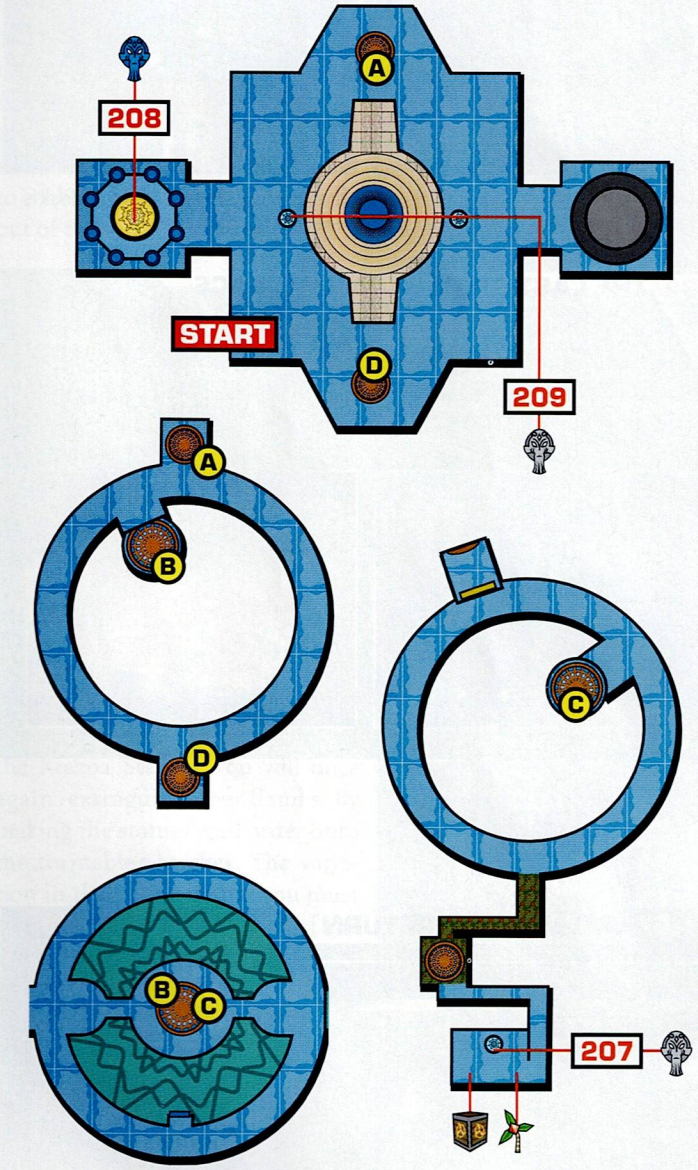
Return to the Arwing and take off on another flight. You've almost collected all of the pieces of the puzzle. One more adventure in the Walled City should do the trick.

Go to Walled City pg. 111

KRAZOA PALACE

Instead of landing on Dinosaur Planet and warping to Krazoa Palace, you will fly directly to the roof of the palace, where you will start your search for a place to release the Krazoa Spirit.





MAP KEY

- Krazoa Spirit
- Release Krazoa Spirit
- SharpClaw Crate
- Magic Plant

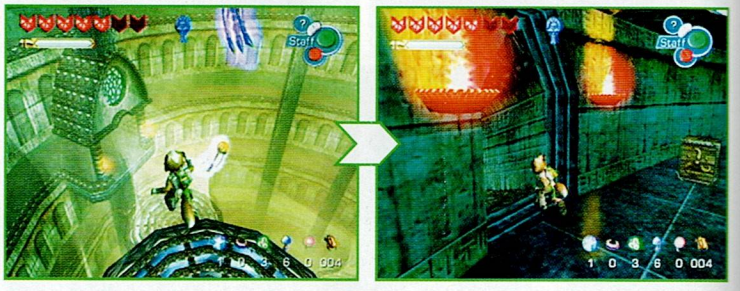
CHECKLIST

- [ ] Release the Krazoa Spirit.
- [ ] Warp to an encounter with General Scales.
- [ ] Collect the Krazoa Spirit.
- [ ] Release the final spirit.

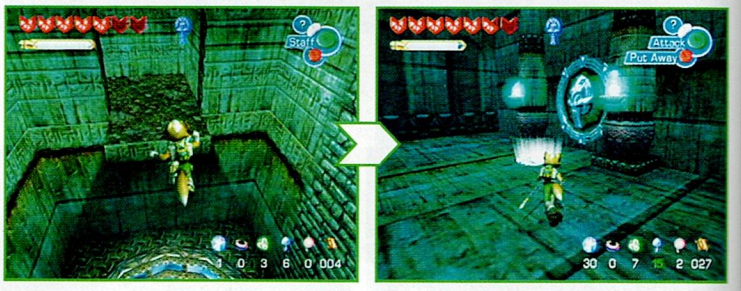
NEXT: Fly to the final fight

DROP AND EXPLORE

From the Arwing's landing spot, run to the far end of the roof and look for a hole that you can drop into. After you fall, you'll land on the highest floor of the palace. Jump into the center of the open chamber and drop down one floor. Explore the floor for a passage that leads down to a wind lift-occupied gap. Cross the gap and continue on to a courtyard. There, you'll find a place to release the spirit.



After you drop down a hole from the roof, jump into the open chamber and drop another floor, then look for an open passage.



Cross over a wind lift and continue to a courtyard where you will find the face of a Krazoa Spirit.

207 RELEASE THE SPIRIT

Stand on the pad in front of the spirit statue and press the A Button. The spirit will leave you, fly through the statue and find its place in the palace.

RETURN TO THE ROOF

Once you've released the final spirit, turn around and return to the roof. When you reach the highest floor, look for a wind lift that will launch you to the top of the palace.

Cross over the wind lift again, jump into the middle of the huge chamber and rise to the top floor. Look for a wind lift ride to the roof.

208 WARP TO THE FINAL STAGE

When you return to the roof, you will find a Warp Pad that was previously blocked by a force field. Take the warp to a large room and use a ladder to climb up to a stagelike platform.

Run to the Warp Pad on the roof and use it to reach a large room with a stage in the middle. Walk around the stage and look for a ladder to climb.

GENERAL MAYHEM

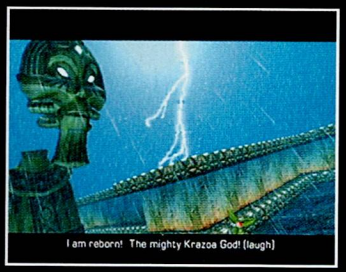
When you reach the stage, General Scales will appear. What starts as a fight will quickly turn into a scene in which Scales will tell you about his plans to take over Dinosaur Planet. He will then release a Krazoa Spirit. The spirit will possess you.

General Scales will start to face off with you in battle, then he will release a Krazoa Spirit and disappear.

209 THE LAST SPIRIT RETURNS

When you get back to the roof, you'll find a place to put the last spirit. Releasing the spirit will set off a chain of events that will end with Krystal out of her cage and the ultimate enemy out of his disguise.

STOP FLY TO THE FINAL FIGHT

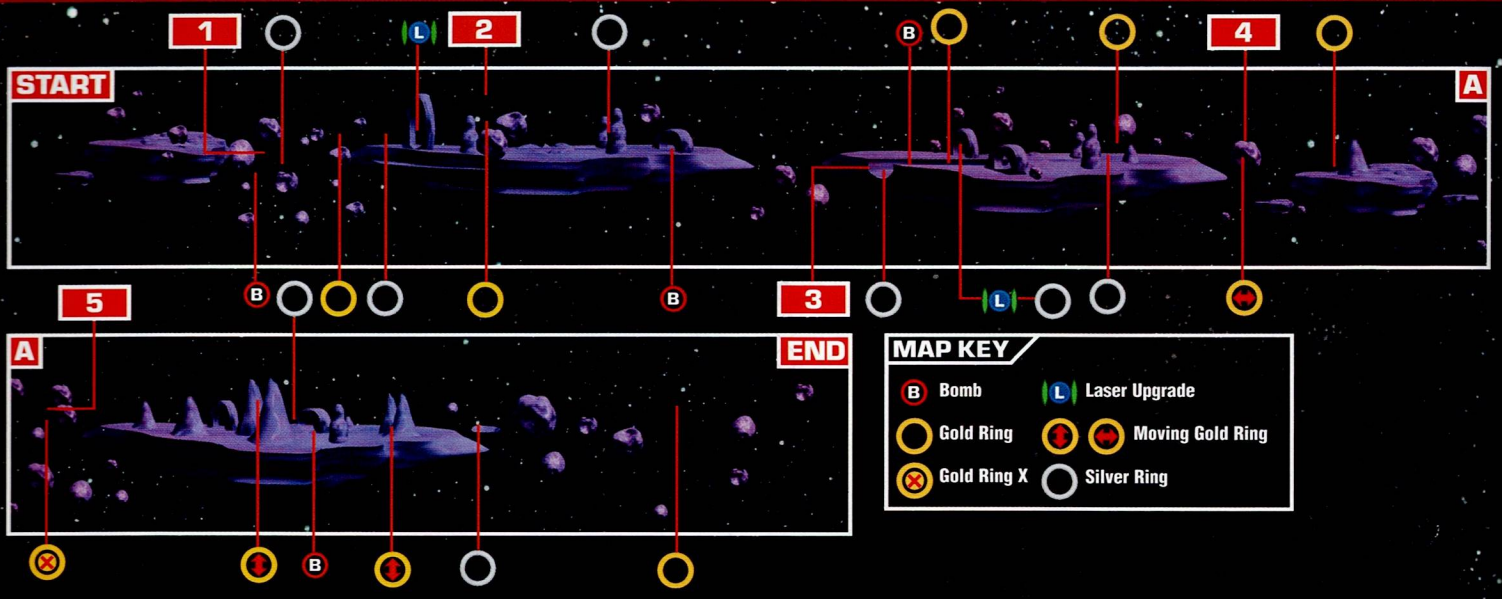


With the last spirit in place, you have one last battle to win. You'll return to the skies and face off with Andross.

Go to the final fight pg. 124

FLY TO DARKICE MINES

FLY THROUGH 3 GOLD RINGS TO REACH DARKICE MINES



1 STEER AROUND BIG ROCKS

You can blast small asteroids out of your path, but you've got to fly out of the way of the larger rocks. As you zigzag around the floating masses, drift to the left and collect the first Gold Ring.

2 THREAD THE NEEDLE

On your approach to the second Gold Ring, stay to the left and fly through a rock formation to collect a power-up, then aim for a second formation and press X to slow down. You'll find the ring on the other side of the rocks.

3 SPACE TRENCH

Midway through your flight, you'll find a ditch dug into one of the huge asteroids. Fly through the ditch to collect a Silver Ring, a power-up and a Gold Ring.

4 WILY RING

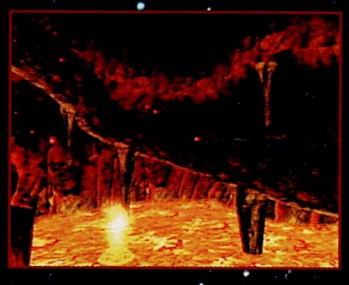
The fifth Gold Ring moves left and right. Try to pick up on its movement from a distance and lock onto it, zigzagging as you fly.

5 TRIPLE TAKE

Near the end of the run, you'll encounter three Gold Rings in quick succession. They will start with a ring that you must shoot through before you can collect it. The others are near rock formations. Fly around the rocks and zone in on the rings.

DARKICE MINES

A dispute between the GateKeeper, who lives in SnowHorn Wastes, and his daughter has led to the imprisonment of a group of SnowHorns in and around DarkIce Mines. As you search for the SpellStone, you will also help the SnowHorns escape and you'll get some help from them in return.



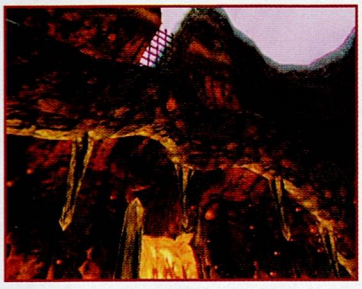
DARKICE MINES

Liberation of the SnowHorns

SF

DARKICE MINES: SURFACE

The SnowHorn GateKeeper has sent you to DarkIce Mines in search of a SpellStone. In addition to the precious stone, you will find a group of imprisoned pachyderms in a world of ice and lava. Your journey begins in a fire-filled cave.



CHECKLIST

- [x] Free the shackled SnowHorn and collect the Bridge Cog.
- [x] Use the Bridge Cog to extend the bridge.
- [x] Save the fallen SnowHorn from SharpClaws.
- [x] Feed Alpine Roots to the SnowHorn and break through the main gates.
- [x] Blast barriers and SharpClaws with the cannon.
- [x] Collect three Bridge Cogs and extend another bridge.
- [x] Find the Dino Summon Horn and ride the SnowHorn through the blizzard.
- [x] Ride a Jet Bike into the mines.

NEXT: Explore the mines

COME OUT OF THE CAVERN

The two paths that originate from the Arwing's landing spot both reach to the surface of the DarkIce Mines area. As you make your way to the open air, exercise caution so that you don't fall into the fire, but have faith in Fox when you get to the short gaps in the path. He will jump automatically.

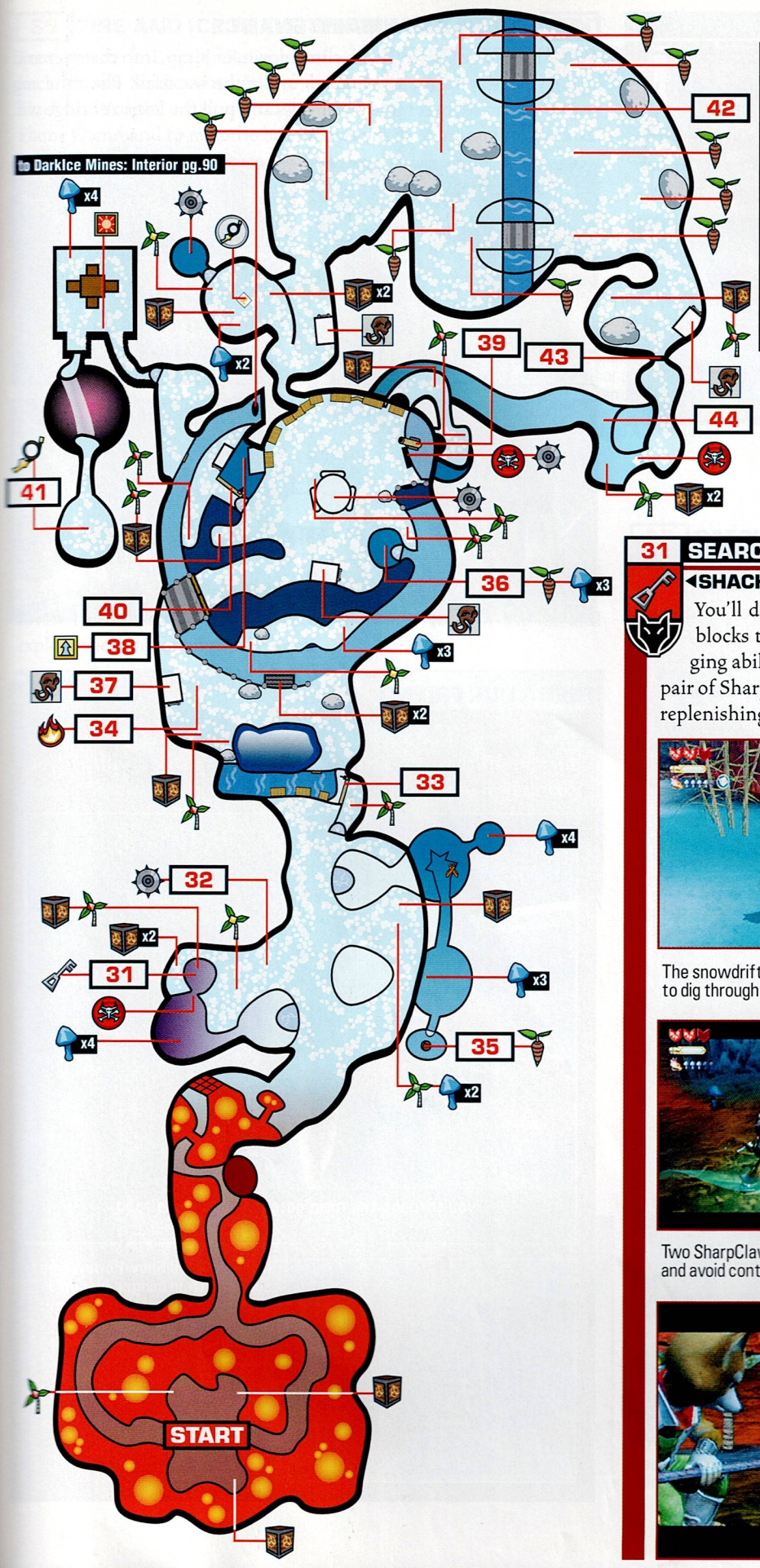
Flaming globs of lava pop from the pool. Watch their movement and avoid contact with them as you run along the narrow path.

As you advance, chunks of the hardened lava path will give way and fall into the fire, creating short gaps. Don't let your exposure to the bubbling bath slow you down. Run up to the breaks in the path and let Fox jump across them.

MEET THE MAMMOTHS

SharpClaws and their SnowHorn prisoners populate the small settlement on the surface. Fight off the guards and speak to the prisoners. One of the massive creatures needs your help.

The SnowHorn near the snow-blocked building is locked in leg shackles. If you can free the beast from her bonds, she may be able to help you reach the area beyond the settlement. If only you had a key . . .



MAP KEY

- Alpine Root
- Blue GrubTub Fungus
- Bridge Cog
- Dinosaur Horn
- Dino Summon Pad
- Fire Blast Switch
- Flame Command
- Life-Force Door
- Rocket Boost Pad
- SnowHorn Pad
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Shackle Key

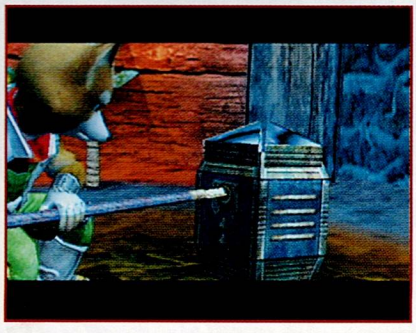
31 SEARCH FOR THE SHACKLE KEY

SHACKLE KEY

You'll discover that there is a crack in the snow barrier that blocks the entrance to one of the buildings. Use Tricky's digging ability to create a tunnel into the structure and fight off a pair of SharpClaws for a prize. Collect Blue GrubTubs and energy-replenishing items along the way.

The snowdrift at the entrance to one of the buildings is cracked. Call on Tricky to dig through the snow at the crack and create a tunnel into the structure.

Two SharpClaws warm themselves at the fire. Fight them off, one at a time, and avoid contact with the flames.

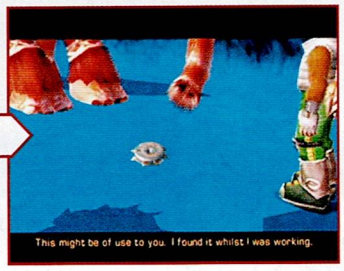


Victory against the SharpClaw guards will give you access to a room that holds the Shackle Key. Use the staff to free the key from its box, then grab the item and continue your quest.

32 EXCHANGE THE KEY FOR A COG

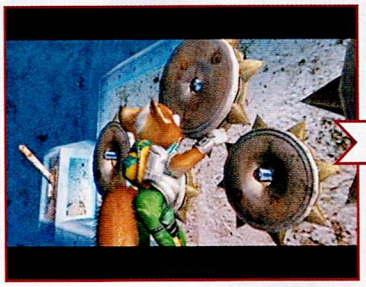
BRIDGE COG

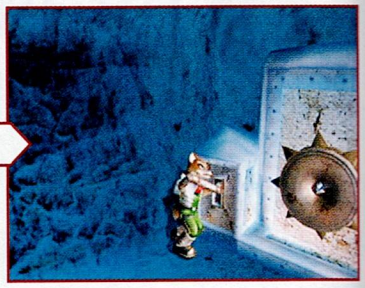
SnowHorns can store helpful items in their trunks. When you return to the shackled SnowHorn and use the Shackle Key to free her, she will give you the item that she was keeping from the SharpClaws. If you have already explored the area at the base of the waterfall, you know exactly where the Bridge Cog belongs.



33 MECHANISM MAINTENANCE

With the Bridge Cog in hand, climb down, or jump, into the river and make your way to the mechanism under the waterfall. Place the cog into the space between the other cogs and pull the lever. A bridge will extend from one side of the river to the other.



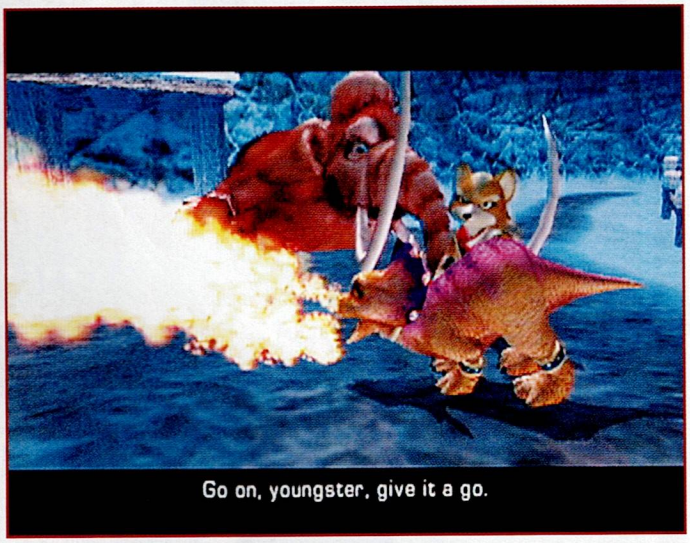


34 FLAME FOR TRICKY

FLAME COMMAND

After you cross the bridge, you'll discover a downed SnowHorn surrounded by SharpClaw attackers. Defeat the bad beasts and talk to the SnowHorn. The wise mammoth will encourage Tricky to practice his fire-spitting Flame Command.

When you approach the SharpClaws, they will break away from the SnowHorn and go after Fox. Hit them each with a fast and furious Staff attack. You'll win the battle with ease.



The exhausted SnowHorn will tell you that he is too weak to help, but he will give Tricky words of encouragement. Your young charge will then have the wherewithal to learn the Flame Command on the spot.

FEED YOUR FRIEND

SnowHorns need a lot of food to stay healthy. The mighty mammoth that you saved from the SharpClaws will tell you that if he had nourishment, he could help you advance.

If the downed SnowHorn weren't so weak from hunger, he could bash open the gates to the next area. Before you can move on, you must bring him two Alpine Roots.

35 FIRE AND ICE IN THE SNOWHORN SETTLEMENT

Your search for Alpine Roots takes you back to the settlement. An ice barrier blocks one of the structures. Use Tricky's Flame Command to melt the barrier, then start a fire inside the structure and let the ice floor break apart. You'll gain access to a cave below the building.

Break into the ice-blocked building by instructing Tricky to use his Flame Command. Melt the floor and break through to an underground chamber that holds a buried Alpine Root.

On your way out of the underground chamber, push the massive ice block through the narrow passage into a position over the grate. Then climb onto the block to get out of the hole.

36 A ROOT IN THE RAVINE

Rocks roll down the ravine that borders the next area. Drop into the ravine and run toward the source of the boulder barrage. You'll discover a cave that is blocked by ice. Use Tricky to melt the ice and explore the cave for an Alpine Root.

Run against the flow of boulders and look for an ice-covered cave. Use your well-fed sidekick to break the ice and dig for SnowHorn food.

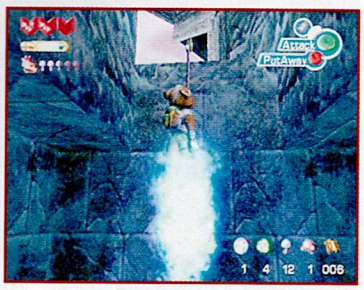
37 CATCH A RIDE

With two Alpine Roots in hand, return to the fallen SnowHorn. The food will give him energy to stand up and give you a ride. Climb the nearby platform and hop onto the beast.

After you feed the SnowHorn, climb up to the center of the nearby platform and press the A Button to jump onto the mammoth's back. Guide the creature to the gate and press A again to have the SnowHorn break through.

38 CANNON QUEST

An enemy fires cannonballs from a high perch in the SharpClaw fortress. Use Tricky to break into an ice-covered tunnel, then follow the path to the cannon. On the way, you'll use the Rocket Boost to reach a high ledge and you'll run along a narrow wooden path while cannonballs fall around you.



The tunnel leads to a wooden structure and a cave. Climb, fight and use your staff's Rocket Boost to reach another wooden path.

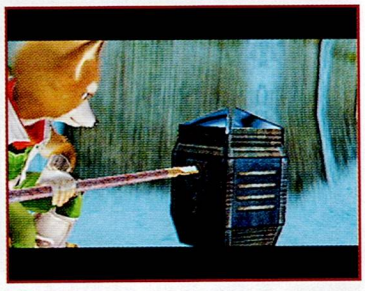
39 TURN THE TABLES

By following the rickety path along the side of the cliff, you will reach the SharpClaw Cannon. Defeat the operator of the cannon and take control over the powerful device. You can swivel the cannon and adjust the power of its blasts. Fire on the SharpClaw forces that emerge from the building and break through a wooden barrier that blocks the entrance to a tunnel. When all of the guards are gone, you will have access to the SharpClaw structure and to a cave that is directly below the cannon.

Five SharpClaws emerge from the building below. Pick off all of the creatures with the cannon to gain access to the building and to the cave below the cannon.

A wooden barrier blocks a tunnel on the other side of the fortress. Blast the barrier with cannon fire.

SEARCH THE COMPOUND FOR COGS



The absence of enemies in the area will give you the freedom to explore the entire compound. Enter the structure at the center of the fortress and collect a cog.

The cave below the cannon was blocked by a Life-Force Door. With the SharpClaws gone, you can enter the cave and find another Bridge Cog.

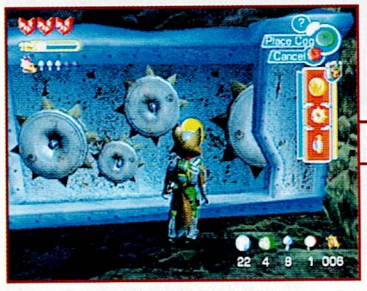
GO BEYOND THE COMPOUND

The tunnel that was blocked by a wooden barrier leads to an area outside the compound. Once there, you will find an icy path that leads to another ice-covered cave. Melt the barrier and search the cave for a third Bridge Cog.

Climb up to the formerly blocked tunnel and run up a slope on the other side. Melt an ice barrier and collect a Bridge Cog in a cave.

40 BUILD A BRIDGE

On your way to the cannon, you passed a mechanism that was missing three cogs. Return to the mechanism and put the cogs in their places, then pull the lever. A new bridge will extend to an unexplored area on the other side of the ravine.



CROSS AND CRAWL

On the other side of the bridge, you will find a cave that is blocked by dirt. Make sure that Tricky has enough energy to follow your commands, then instruct him to dig a tunnel into the cave.

41 LIGHT AND LEAP

◀DINOSAUR HORN

You'll find a furnace and a blocked passage in the cave. When you hit a switch on the wall with a Fire Blast projectile, a timer will start to tick down. Use Tricky to light the furnace in the allotted time to open the passage.

Hit the projectile switch on the wall with a Fire Blast to trigger a timer. As the timer counts down, instruct Tricky to light the furnace's four openings. When the furnace is lit, the barrier will fall.

In the next room, you'll find a ledge on the other side of a wide gap. Take a leap of faith toward the faraway ledge. You'll land safely on an invisible path. Follow the path to the Dinosaur Horn.

42 CALL FOR A RIDE

Return to the area where you found the third Bridge Cog and use the Dinosaur Horn on the pad that is decorated with a horn carving. A SnowHorn will answer the call.

Use the Dinosaur Horn on a carved pad to call for a SnowHorn. Climb aboard the beast and guide him into a blinding blizzard, collecting Alpine Roots along the way.

After you follow the trail of Alpine Roots, head for the two torches to reach shelter from the storm. If you stray from the Alpine Root path, your SnowHorn will lose energy and you will lose your way.

43 CRASH INTO A CAVE

Tricky will disappear after you emerge from the storm. With your sidekick gone, you'll need help from the SnowHorn to break into an ice-blocked cave.

DEFEAT THE DINOS AND BLAST OFF

You'll find a pair of SharpClaw Guards in the cave. Defeat them to make a Life-Force Door dissolve, then hop onto their Jet Bike and go for a high-speed ride.

44 SOAR THROUGH THE SHAFT

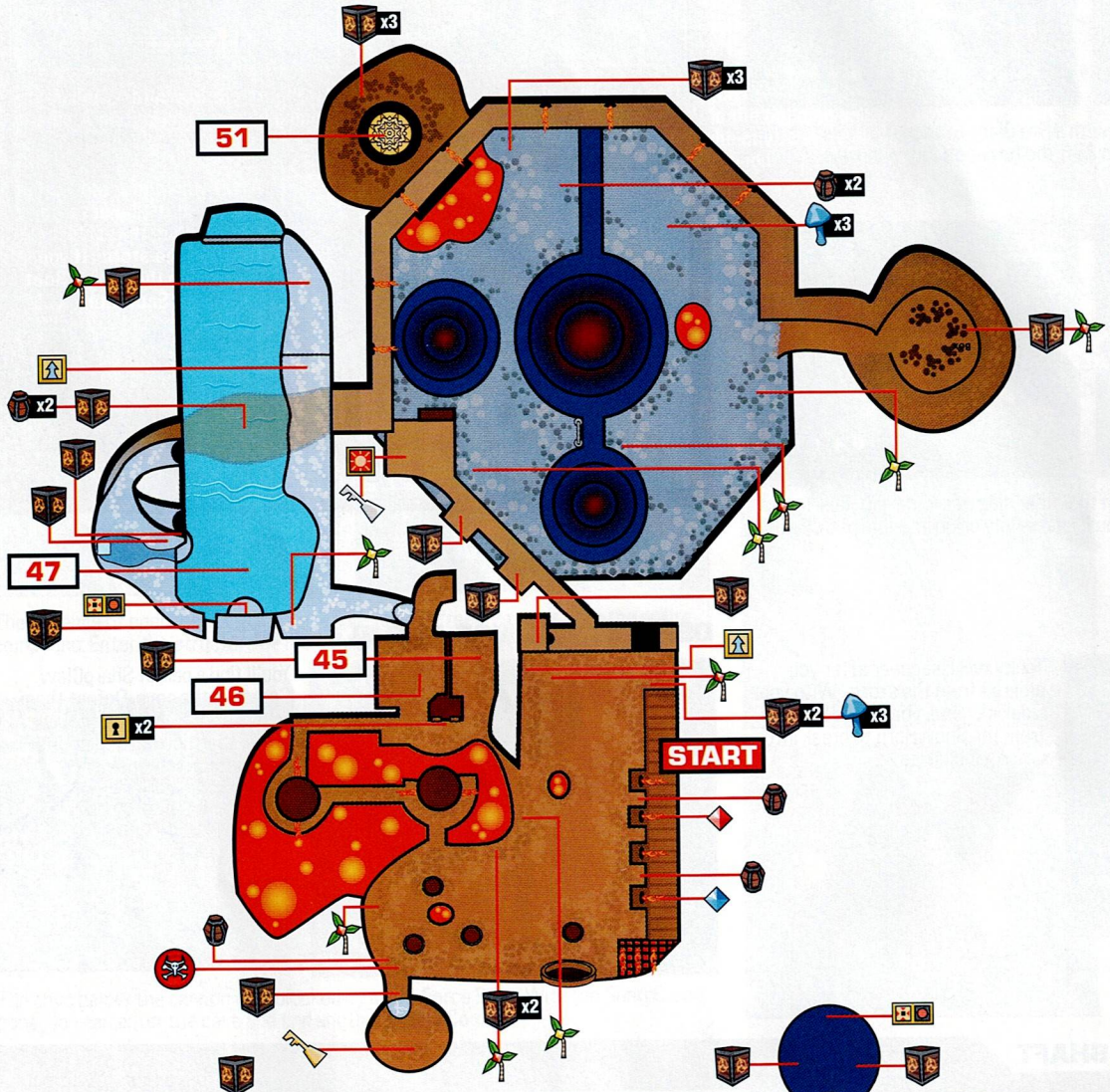
Your Jet Bike journey will take you through some territory that you have already explored by foot, then into the depths of DarkIce Mines. The bike flies at a good clip, and you can even increase the speed a little by pressing and holding the A Button. When you enter the mines, keep your eyes open for staff energy gems and pick them up as you go. When you get to the end of the path, you'll fly off the bike, onto a conveyor belt.

DARKICE MINES: INTERIOR

CHECKLIST

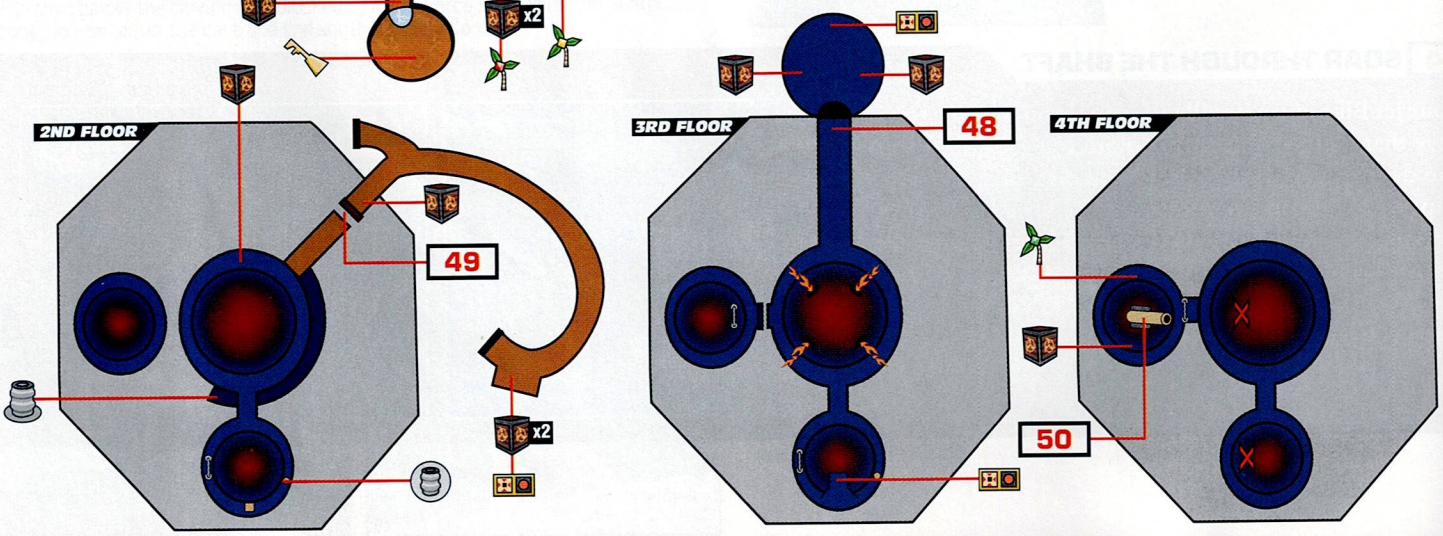
- [ ] Collect the Silver SharpClaw Prison Key.
- [ ] Collect the Gold SharpClaw Prison Key.
- [ ] Journey to the lowest level of the mine.
- [ ] Climb the DarkIce Mines Towers.
- [ ] Save the SnowHorn from the two SharpClaws and use him to break into the boss room.
- [ ] Fight Boss Galdon.

• NEXT: Return to Dinosaur Planet



MAP KEY

- Blue GrubTub Fungus
- Fire Blast Switch
- Fuel Barrel Generator
- Fuel Barrel Pad
- Prison Gate
- Life-Force Door
- Silver Prison Key
- Gold Prison Key
- Rocket Boost Pad
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Staff Energy Gem
- Staff Switch



45 ENTER THE PRISON, FIND A KEY

SILVER PRISON KEY

After you survive a ride on the conveyor belt, search for a Rocket Boost Pad. Boost up, then crawl through a narrow passage to an area where you will discover a key on the other side of a fiery barrier.

Run from the flames on the conveyor, then drop off at an opening. Fight SharpClaws and search the area for a Rocket Boost Pad. Fly up onto a ledge and look for a small tunnel on the right.

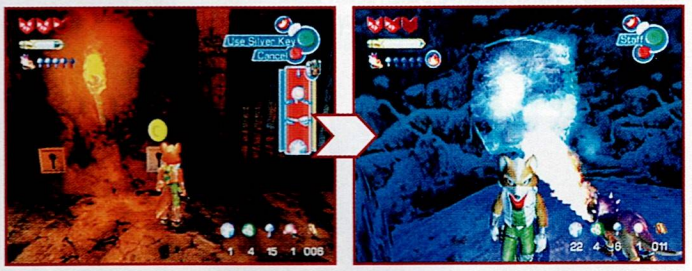
Crawl through the tunnel to a place where huge snowballs roll past small alcoves. A flame protects one of the alcoves. Shut off the flame by hitting a Fire Blast Switch, then collect the Silver Prison Cell Key. Use the key to save Tricky.

46 SAVE PRINCE TRICKY

GOLD PRISON KEY

With the Silver Prison Cell Key in hand, return to the main mine area and cross a fire-protected path to a pair of prison cells. Save Tricky from the cell on the right and guide him to a meltable ice barrier.

Fight off the SharpClaws in the main mine area, then cross the lava pit. On your way over the pit, you'll deal with two dangerous rotating flame jets.



When you reach the cells, use the key to unlock the cell on the right to save Tricky. Return to the open area, defeat any straggling enemies and use Tricky to melt a barrier that protects the Gold Prison Cell Key.

SAVE BELINA TE

Use the Gold Prison Cell Key to open the cell that is adjacent to the room where you found Tricky. You'll find Belina Te, daughter of the SnowHorn GateKeeper. After a short conversation with Belina Te, the mammoth will crash through a wall to another part of the mines, leaving a pile of rocks in her path.

Once you talk to Belina Te, she will find her own way to a different section of the mine, and Tricky will discover a hidden passage. Have Tricky dig a tunnel and follow him to the other side.

47 CROSS THE POND

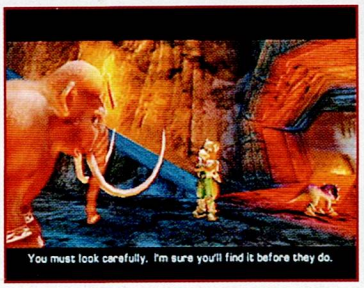
When you reach the cavern that has a deep pool, look up and fire on three green icicles. The icicles will drop into the water and float, giving you a path to a switch. Hit the switch to bring forth ice floes and a passage to another area.

Focus your Fire Blast on three green icicles that hang from the ceiling. When the icicles drop, hop onto them and cross the water to a switch. Cross the water again and take a path to the area above the waterfall.

Jump onto the moving ice floes and leap to a ledge on the other side. You'll discover a huge ice cube that you can push into the water, creating a platform that extends the path to an unexplored area.

CATCH UP WITH BELINA TE

On the path to the lowest part of DarkIce Mines, you'll have to pass through a series of conveyor belts with fire jets that turn on and off. When you reach the bottom, you'll find Belina Te. Search the floor for a ladder up to a spiral walkway.



48 CARRY A BARREL TO A BARRIER ABOVE

You'll find a tall tower in the middle of the mine area. There is a cracked wall near the top of the tower. You must find a way to take a Fuel Barrel up to the wall and blast open a passage. Climb a ladder up to a path where barrels roll down at a constant rate. Pick up a Fuel Barrel at the beginning of the path and avoid the rolling barrels. Since they all follow the same path, look for safe areas. Leave the Fuel Barrel on a pad, then climb up and activate a mechanism that will lift the barrel to your level.

After you survive the rolling barrels, leave the SharpClaw Barrel on a pad, climb up and turn on a mechanism that will deliver the barrel to you.

Pick up the Fuel Barrel and carry it past a series of flame jets to the cracked wall. Blast the wall and hit a switch that will activate a bridge.

49 MAKE A PATH TO THE CANNON

Cross the new bridge, near the origin of the rolling barrels, and follow the flow of rolling snowballs to a switch. Hit the switch to create a new bridge near the top of the tower. Climb up and cross to the cannon. After you break through the wall and hit the switch near the top of the tower, you'll be able to cross a bridge near the middle of the tower. On the other side of the bridge, follow the path down to another switch. By hitting it, you'll open up a bridge near the top of the tower. Climb up and continue to the SharpClaw Cannon.

50 BLAST AND BUILD

After you defeat the operator, take control of the SharpClaw Cannon and train it on two boarded-up switches. Hit each switch to trigger the creation of half of a lava bridge.

As you hit each of two switches with cannon fire, you will see solid lava rise from a pool near the base of the tower. The two formations will create a bridge.

BOSS GALDON

51 WARP TO BOSS GALDON

The two bridges that you created with cannon shots give you access to a room with a warp pad. Warp to the boss room, stun some Blue GrubTubs and prepare for a battle.

BEAT THE TAIL AND BE EATEN

Frightening Boss Galdon will destroy Fox if you fight it face-to-face. Run to the back of the beast and have Tricky stay to draw the boss's fire, and hit the boss's tail when it flashes. The boss will swallow Fox whole. Once in the stomach, hit the hanging blob with the staff.

As the battle begins, run under the boss to its other side, and attack its flashing tail. When the boss gobbles up Fox, target the hanging blob in the stomach.

THAW OUT THE BOSS

The big beast who rules over the mine and the SpellStone hibernates in ice. You must wake it to take its prize. Tell Tricky to train his flame on the ice formation and step back as the boss breaks free.

As much as you might like to keep the boss on ice, you must thaw it out to take back its SpellStone. Hit the ice with Tricky's flame and prepare for a large-scale battle.

FINISH HIM

SPELLSTONE

After several hits to the stomach blob, the boss will spit out Fox. Aim your Fire Blast at a slit in the boss's chest. The boss will gobble up Fox again. Hit the blob several times more and collect the SpellStone as it drops.

After you escape the boss's stomach, you'll see a slit in its chest. Aim for the chest when it opens up and wait to be swallowed again. Another victory in the stomach will earn you the SpellStone.

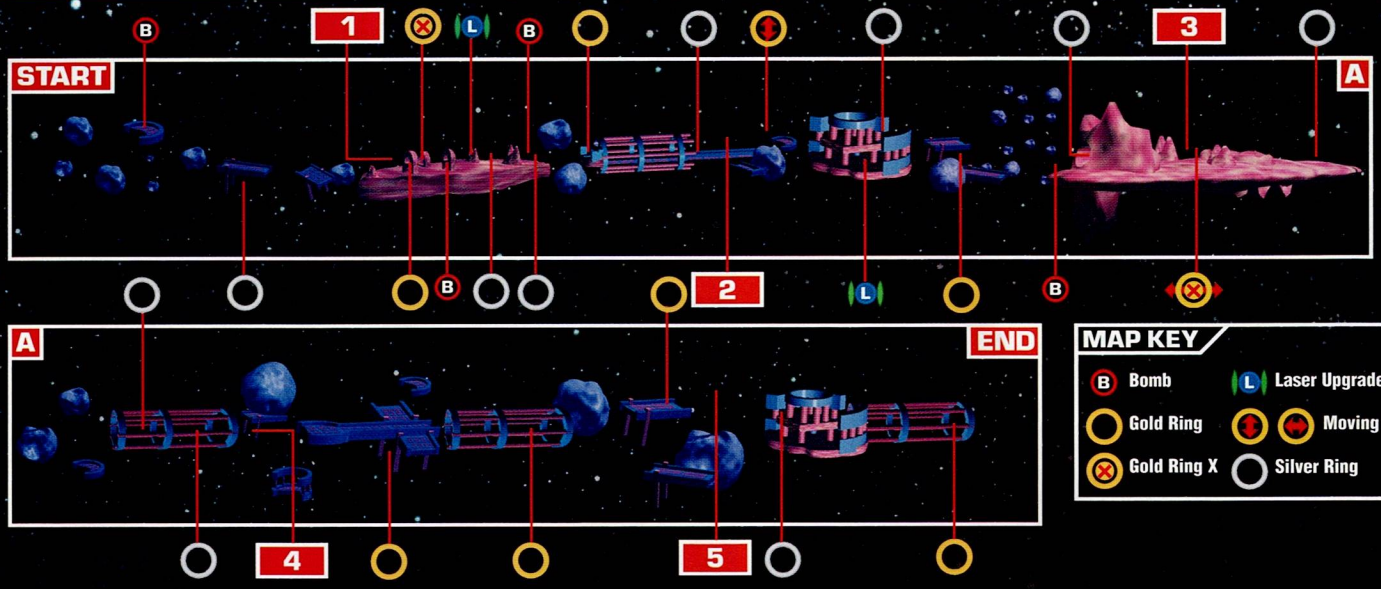
STOP LAST WORDS

Following your battle with the boss, Belina Te will thank you for freeing the SnowHorns from their enslavement in DarkIce Mines. The SpellStone is yours and the SnowHorns are liberated. You'll return to the Arwing and prepare for another adventure on Dinosaur Planet.

Return to Dinosaur Planet pg. 40

FLY TO CLOUDRUNNER FORTRESS

FLY THROUGH 5 GOLD RINGS TO REACH CLOUDRUNNER FORTRESS



MAP KEY

- B Bomb
- L Laser Upgrade
- Gold Ring
- Moving Gold Ring
- Gold Ring X
- Silver Ring

1 ZIG, THEN ZAG

Rock formations surround the first two Gold Rings. Fly to the right to grab the first ring, then slow down, veer to the left, fire through the second ring and collect it, too. Then turn sharply to the right to collect a laser upgrade.

2 BLAST AND MOVE

After you emerge from the first tunnel, use a bomb to clear away the large group of approaching enemies, then close in on the vertically moving fourth Gold Ring.

3 FLY LOW

As you fly over the purple landscape, you'll see a blocked ring moving to the left and right. Use a bomb or spin through enemies to clear the way. Watch the ring's movement carefully and pluck it out of the sky.

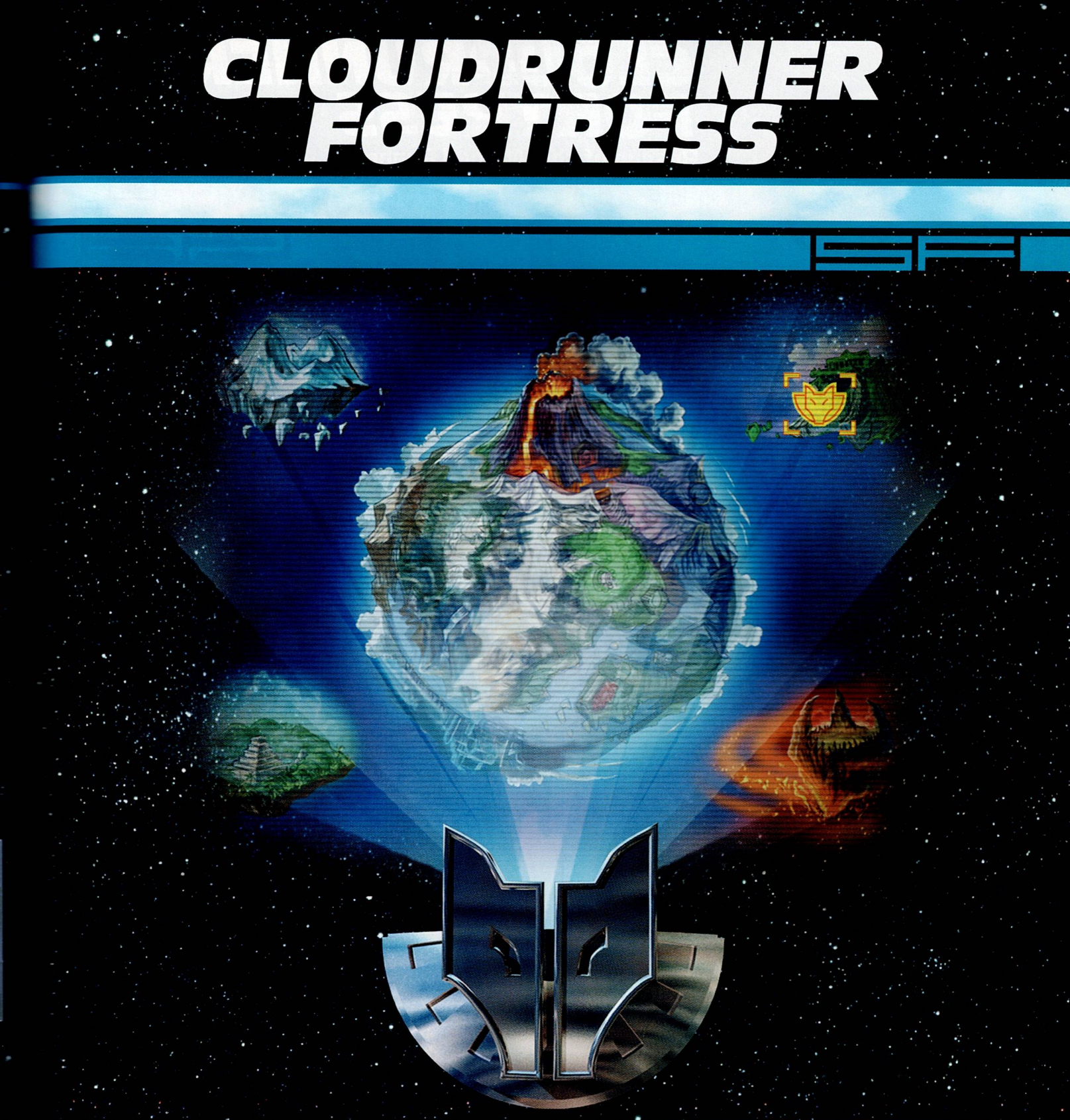
4 CORKSCREW ATTACK

Spin as you emerge from the second tunnel, drop under the large structure to collect a Gold Ring, then slow down, rise up and enter the next tunnel to collect another ring.

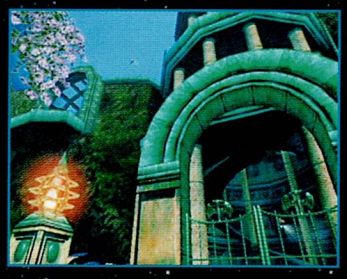
5 TIGHT TURN

You'll find the ninth Gold Ring on the left side of the area. After you collect it, fly past the round structure then turn sharply to the right. Enter the tunnel and go for the last ring.

CLOUDRUNNER FORTRESS



Over the course of your CloudRunner Fortress adventure, you'll travel on the surface of the water and on structures high in the sky. Since Scales and his army attacked the fortress and imprisoned its occupants, much of the building is in ruins. As you explore the structure, you will have to find your way around large chunks of rubble and cross massive gaps.



CLOUDRUNNER FORTRESS

Rescue of the Winged Runners

CLOUDRUNNER FORTRESS

CloudRunner Fortress has become a prison under the control of General Scales. You must break into the prison, then break out with the CloudRunners. You'll find a useful disguise along the way.

CHECKLIST

- [ ] Hop through an obstacle course and fire on a switch to open the main gate.
- [ ] Climb the tower, open a gate and confront General Scales.
- [ ] Break out of the prison and get the SharpClaw Disguise.
- [ ] Retrieve your staff and free the prisoners.
- [ ] Collect three Light Gems and bring power to the wind lifts.

• NEXT: Go to the fortress roof

90 HOP THROUGH HOOPS

The CloudRunner Fortress Main Gate is locked. Climb down to the obstacle course in the water and swim over to a pressure plate. Rings of magic will appear under the arches. Run the course and hop through all three rings before time runs out. A Fire Blast switch will appear above the gate.

Climb down to the water and swim to the pressure plate on the other side of the bridge. Your weight on the plate will trigger the beginning of a tightly timed obstacle course. Start hopping toward the first arch.

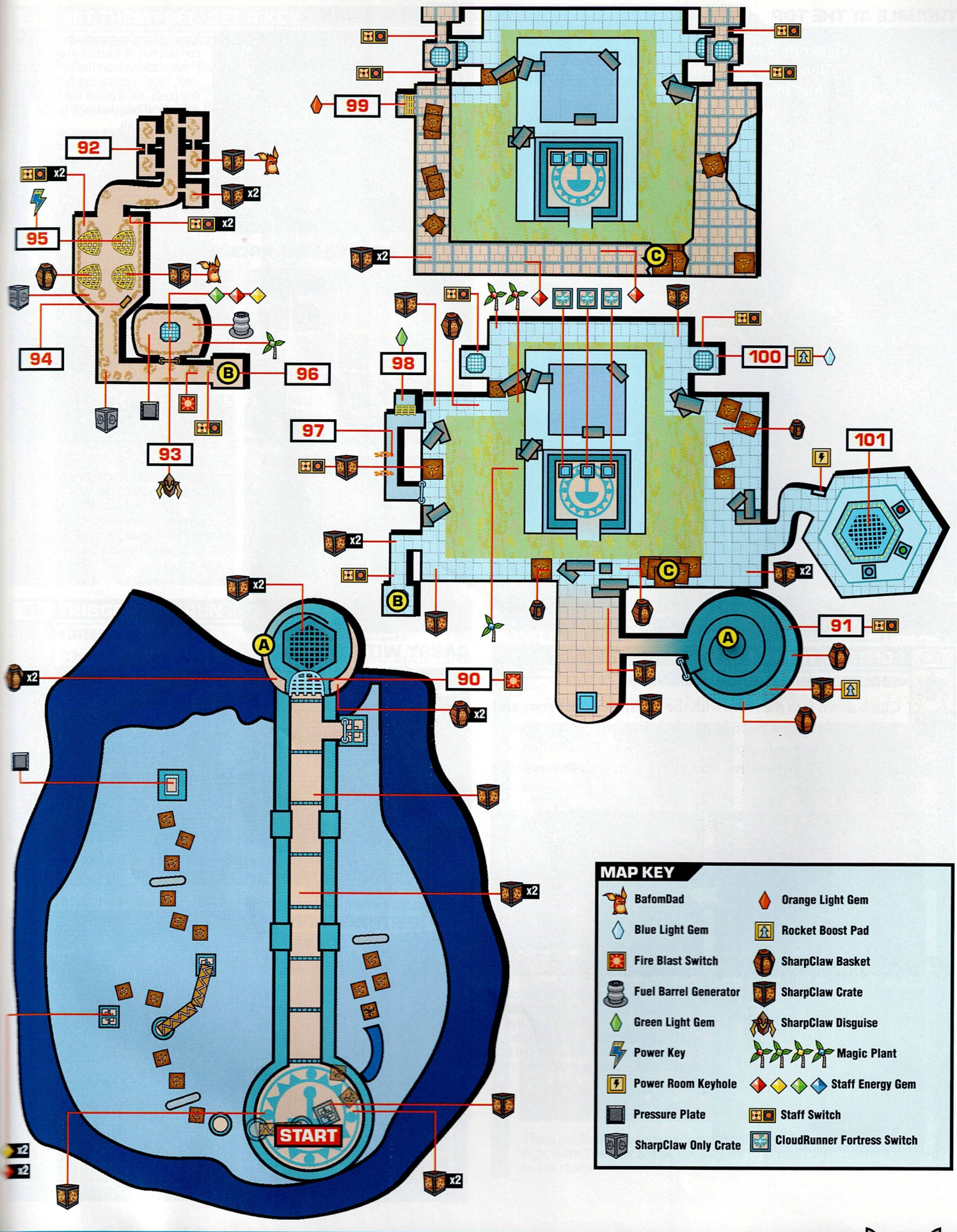
Run through the course quickly but carefully. If you fall into the water, you can swim through the hoops, but it'll take more time. After you make your way through the last hoop, a switch will appear above the gate. Hit it with a Fire Blast.

UPWARD SPIRAL

A spiral walkway leads to the top of a tall tower. As you run up the walkway, watch out for the floating robots and try to avoid their damaging electrical attacks by hiding behind the pillars.

91 SEARCH FOR A SWITCH

You'll find a ladder at the top of the spiral. Slide down and search the area for a wall switch. After you hit the switch, a gate on the spiral walkway will open. Climb up and over to the new opening.


92
x2
x2
x2
95
94
B
96
93
99
x2
C
98
100
97
101
x2
C
B
x2
A
91
A
x2
90
x2
x2
x2
x2
x2
START
MAP KEY
BafomDad
Orange Light Gem
Blue Light Gem
Rocket Boost Pad
Fire Blast Switch
SharpClaw Basket
Fuel Barrel Generator
SharpClaw Crate
Green Light Gem
SharpClaw Disguise
Power Key
Magic Plant
Power Room Keyhole
Staff Energy Gem
Pressure Plate
Staff Switch
SharpClaw Only Crate
CloudRunner Fortress Switch

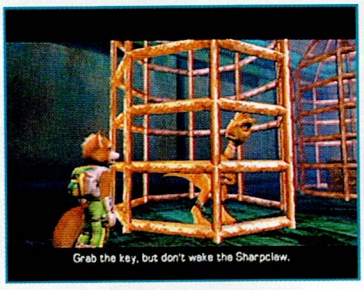
TROUBLE AT THE TOP

General Scales has captured the Queen CloudRunner, and he has his sights set on Fox McCloud. Unfortunately, your trail will lead you right to the leader of the SharpClaws and his electrically charged robots. A quick confrontation will lead to captivity in one of Scales's prison cells. Scales has won the battle, but he won't win the war.

92 JAIL BREAK

No staff, no key, no problem—you can get out of the cell in a hurry. Find a dark rock on the cell's light wall, face it, press the A Button and push. You'll move the rock easily and gain passage to the adjacent room.

TIPTOE THROUGH THE PRISON



A tunnel leads to a chamber containing CloudRunners in cages and a sleeping guard. Walk along the wall, far from the guard, and pass through the doorway to the next area. Don't attempt to capture your staff just yet. You'll wake the guard if you get too close.

CARRY WITH THE CLAW

You can lift some objects only if you are disguised as a SharpClaw. Pick up and toss SharpClaw boxes to collect their contents. Do the same with SharpClaw Fuel Barrels to cause an explosion.

93 CONTACT THE CREW

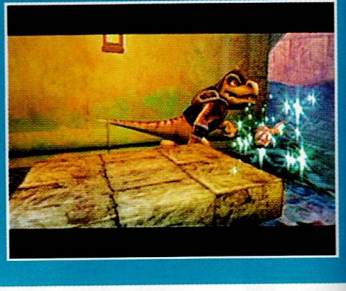
SHARPCLAW DISGUISE

Climb down into the room with the massive circular grate and use an explosive barrel to blow a hole into the ceiling. Exposing the air above will allow you to radio your crew. When you make contact, Slippy will tell you about a new discovery—the SharpClaw disguise.

Place the explosive barrel on the circular grate and stand on the pressure plate to activate the fan. The barrel will float to the ceiling and explode, creating a hole that will allow you to establish radio contact with your crew.

94 BE THE GUARD

Wearing the SharpClaw disguise, return to the CloudRunner cages. The guard will leave, allowing you to take his post. Collect your staff after he leaves and use it to open the cages.



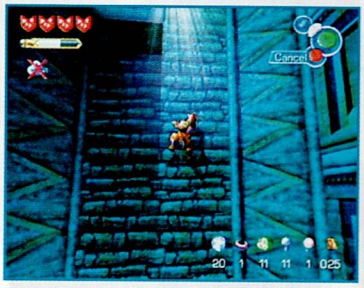
95 SET THEM FREE, GET A KEY

◀POWER GENERATOR KEY

There are four switches on the wall. One of the switches will free an old BoneHead who will tell you to activate the wind lifts and give you the Power Generator Key.

96 CLIMB THE WALL

With the key in hand, return to the main hall and hit a switch to open the door to a room with brick walls. Get a good grip and climb up to a passage at the top disguised as a SharpClaw to avoid enemy fire.



LIBERATE THE PRISONERS

Hit the other switches to open the other cages. One of them holds another CloudRunner. The others hold helpful items—a Scarab and a BafomDad—and one of the prison cells contains a BafomDad.

97 PREPARE FOR LIGHT GEM COLLECTION

You'll find three Light Gem behind gates in the courtyard area. Before you attempt to collect the first Light Gem, hit a switch to drop a ladder and put out fires with your Freeze Blast.

98 TRIGGER AND RUN

◀GREEN LIGHT GEM

Three switches in the center of the courtyard open three gates. Press the left switch to expose the Green Light Gem, then collect it before the gate closes.

You'll find three ornate switches by climbing a ramp to an area in the center of the courtyard. Hit the switch on the left to open a gate that will give you access to the Green Light Gem.

Run across the courtyard disguised as a SharpClaw to avoid electrical shocks from the floating robots. Climb the ladder, run down the hall and claim your prize.

99 UP AND AROUND

◀ORANGE LIGHT GEM

You'll find the Orange Light Gem in an alcove above the courtyard. Hit the center switch, climb boxes to the next level and run to the stone before the gate drops.

The center switch opens a gate that gives you access to the Orange Light Gem. After you hit the switch, turn around and climb a pile of boxes to the upper level.

There are SharpClaw guards on the upper level, but you don't have time to fight them. Use your SharpClaw disguise to slip past them unnoticed then run to the stone.

100 FREEZE AND BOOST

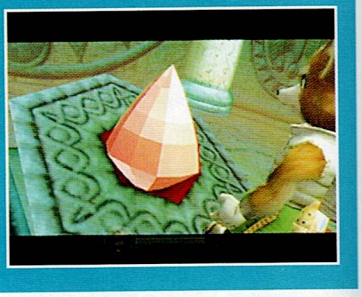
◀BLUE LIGHT GEM

The Blue Light Gem is high above the courtyard. You can reach it with your Rocket Boost. Hit the right switch to open the gate, then run and boost.

Freeze the flame that blocks the Blue Light Gem's area. Then hit the switch to open the gate, run into the alley and boost before the gate closes. The last of the Light Gem will be yours.

101 POWER TO THE WIND LIFTS

The Power Generator Room is in a corner of the courtyard. Once you have collected all three Light Gems, use the Power Generator Key to enter the room. Then put each stone in its proper place quickly, as the room is full of poisonous gas. The generator will bring power to the wind lifts and give you access to another area of the fortress.



CLOUDRUNNER FORTRESS

You have escaped from the fortress prison but the queen is still captive and her children are being chased by SharpClaws. Before you can find the SpellStone, you must help the royal family.

CHECKLIST

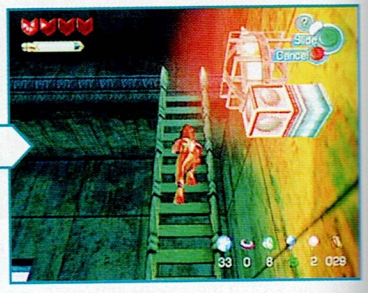
- [ ] Rescue Queen CloudRunner.
- [ ] Save the CloudRunner children.
- [ ] Battle on bikes for the SpellStone.

NEXT: Return to Dinosaur Planet

102 FLY UP AND FIGHT

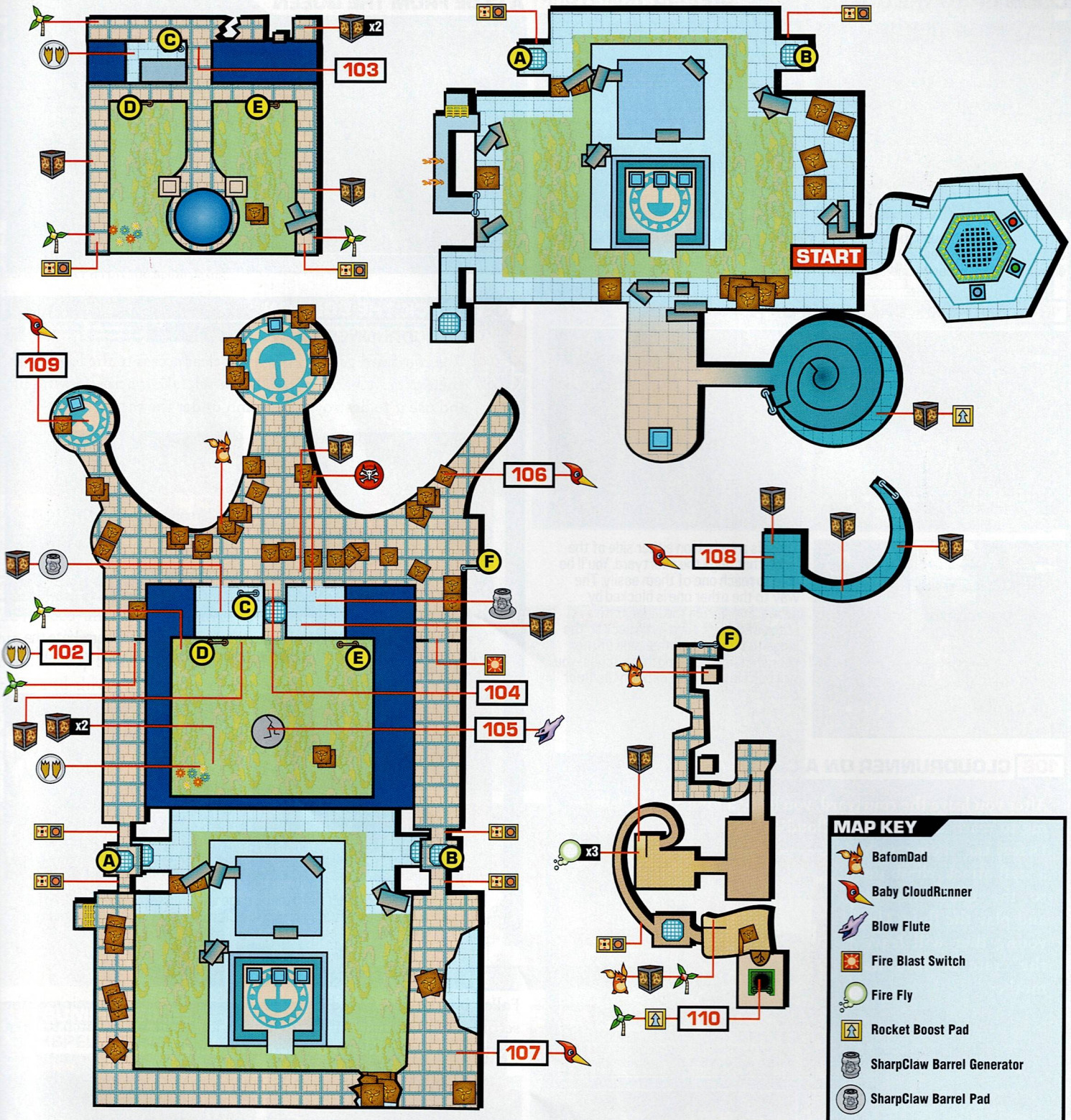
The sprawling upper reaches of CloudRunner Fortress are crawling with SharpClaws. Switch to the SharpClaw disguise and stand on a pad to open a gate, then sweep through the dock area and take out SharpClaw guards.

103 BARREL BLAST



In the guise of a SharpClaw, you can pick up a barrel and carry it to a pad in a room. A machine will lift the barrel and transport it to the next floor while you climb the ladder to follow it up.

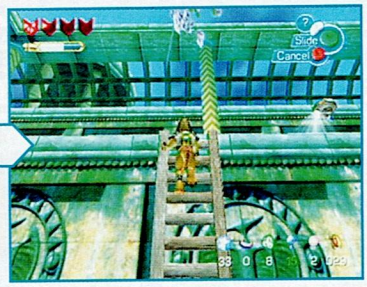
After the machine takes the barrel to the upper floor, pick up the barrel, take it outside and toss it across a gap to blow away a wooden barricade.



BAFOMDAD ON A STACK OF BOXES

A BafomDad hops in place on a stack of two large crates in the dock area. You can't climb up to grab the life-replenishing creature, but you can jump to it from another stack of crates.

CLIMB UP TO THE QUEEN



After you break through the barrier, you'll drop into another courtyard. Defeat the SharpClaws in the area and stand on a glowing pad, in disguise, to make a ladder drop. Climb the ladder to find the queen in a cage.

A CLUE FROM THE QUEEN

When you talk to the queen through the bars of her cage, she will tell you that the floor of her cage is weak. All you need is something to destroy the column under the cage to set her free.

104 TWO SWITCHES, ONE GATE

There is a switch on either side of the ledge that rings the courtyard. You'll be able to reach one of them easily. The way to the other one is blocked by debris. Jump from the ledge onto a stack of crates, then jump back to the ledge that is on the other side of the debris. After you hit both switches, you will be able to open a gate on the floor below.

105 CRACK THE COLUMN

CLOUDRUNNER FLUTE

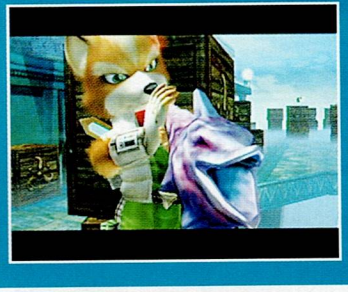
The courtyard gateway gives you clear access to the room with the explosive barrel. Grab the barrel, take it across a wind lift and use it to destroy the column under the cage.

Grab the explosive barrel and take it to the wind lift. Toss the barrel into the wind, then jump across the gap. You may have to push the barrel to the other side while you're in the air.

Destroy the column under the queen's cage with the explosive barrel. After the queen escapes, she will give you the CloudRunner Flute and ask you to save her four children.

106 CLOUDRUNNER ON A CRATE

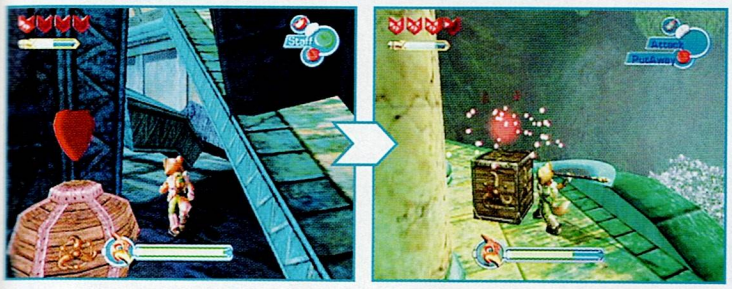
After you leave the courtyard, you'll see a lone SharpClaw trying to reach up to a small CloudRunner on a stack of crates. Defeat the enemy with a staff attack, climb up to the CloudRunner and play the flute. The young flier will leave the crate to find its mother.



107 RUN TO THE RESCUE

Following the first CloudRunner rescue, you'll see the location of the second CloudRunner child. Run down a long hall, hit a switch to open a gate, take on two SharpClaws and play the flute.

108 DROP AND BOOST



The third child is on the other side of a solid wall. Drop down from the site of the second rescue, make your way through the broken pieces of a wall and find a Rocket Boost Pad off the spiral path.

Rocket up to a natural rock ledge and take on a group of three SharpClaws. After the battle, the third CloudRunner child will hover near you. Play the flute to send the child away.

109 FINAL RESCUE

The last CloudRunner child is not far from where you found the first one. When you reach the final flier, you'll take on four SharpClaw attackers. Fight them off as quickly as you can, play the flute and seek out the Queen CloudRunner. She'll open the door to a hidden treasure room.

110 EXPLODE INTO THE TREASURE ROOM

You'll need an explosive barrel to break into the inner chamber of the treasure room. Pick up a barrel from the barrel generator and throw it into the closest wind lift. Make your way to the treasure chamber, reverse the flow of the wind lift to make the barrel drop and use it to destroy the weak wall.

Throw an explosive barrel into the wind lift, then quickly make your way around to the entrance of the treasure chamber and keep running to the bottom of the wind lift.

Reverse the flow of air at the bottom of the wind lift to make the barrel drop. Disguise yourself as a SharpClaw, pick up the barrel and use the FireFly Lantern to find a weak wall. After you blast the wall, you'll be on your way to the inner sanctum.

BUMPER BIKES

◂SPELLSTONE

You'll take on three SharpClaws on Jet Bikes for possession of the second SpellStone. Your goal is to ram the opposing bikes and put them out of commission. You'll win the SpellStone after you take care of the last bike. Avoid obstacles, hit turbo tiles and take on the SharpClaws one at a time.

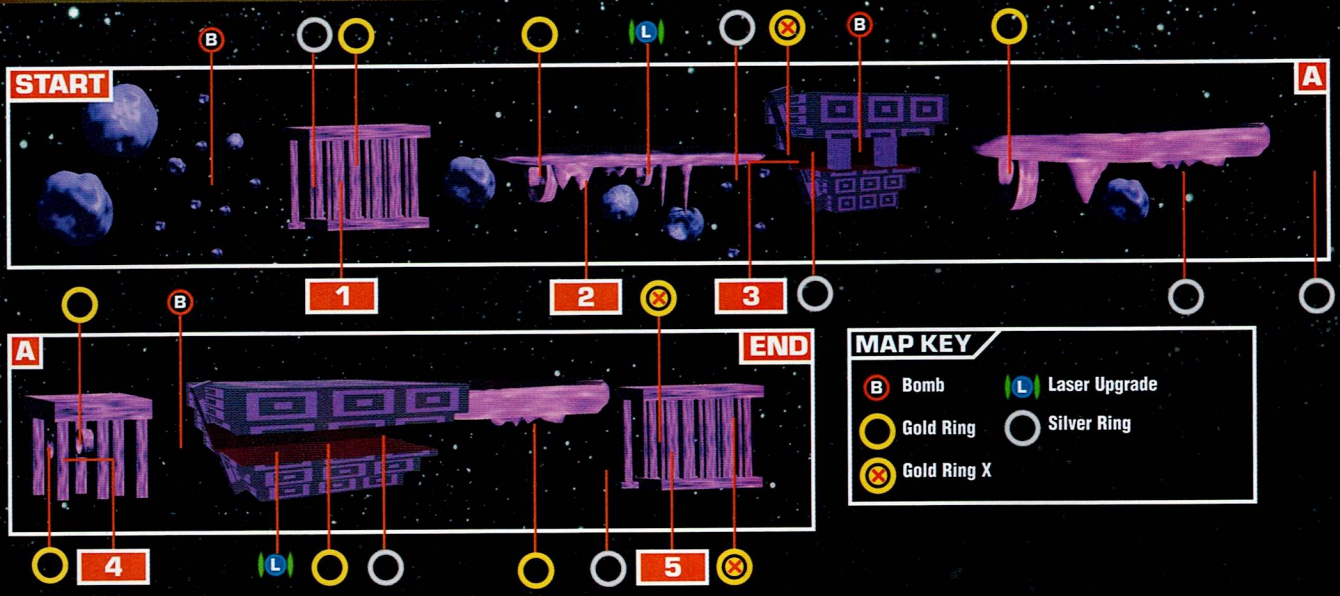
STOP TO THE TEMPLE

Before you take off for Dinosaur Planet again, you'll meet with the Queen CloudRunner. She will tell you to seek out the Ocean Force Point Temple, the SpellStone's rightful place. Your adventures will continue with a battle on the beach.

Go to Dinosaur Planet pg. 56

FLY TO WALLED CITY

FLY THROUGH 7 GOLD RING TO REACH CLOUDRUNNER FORTRESS



MAP KEY

- B Bomb
- L Laser Upgrade
- Gold Ring
- Silver Ring
- Gold Ring X

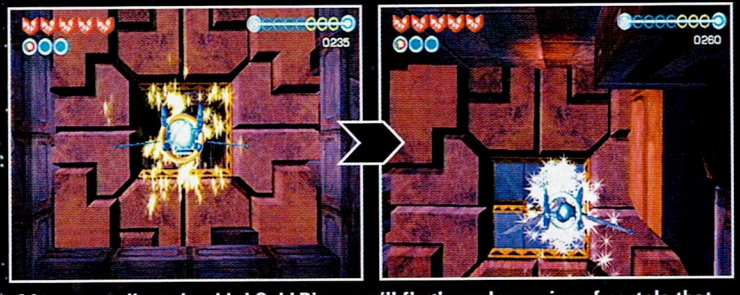
1 COLUMN CONTROL

Fly into the open structure at the beginning of your run and move around the columns. You'll find the first Gold Ring between two of the stone posts.

2 GO BELOW

Fly under the huge, flat rock and make your way through a hole to collect the second Gold Ring. Then make a tight turn to the right and grab a Laser upgrade.

3 BRAKE AND BOOST



After you collect the third Gold Ring, you'll fly through a series of portals that open and close. Use the X and Y Buttons to adjust your speed and fly through the portals while their doors are open.

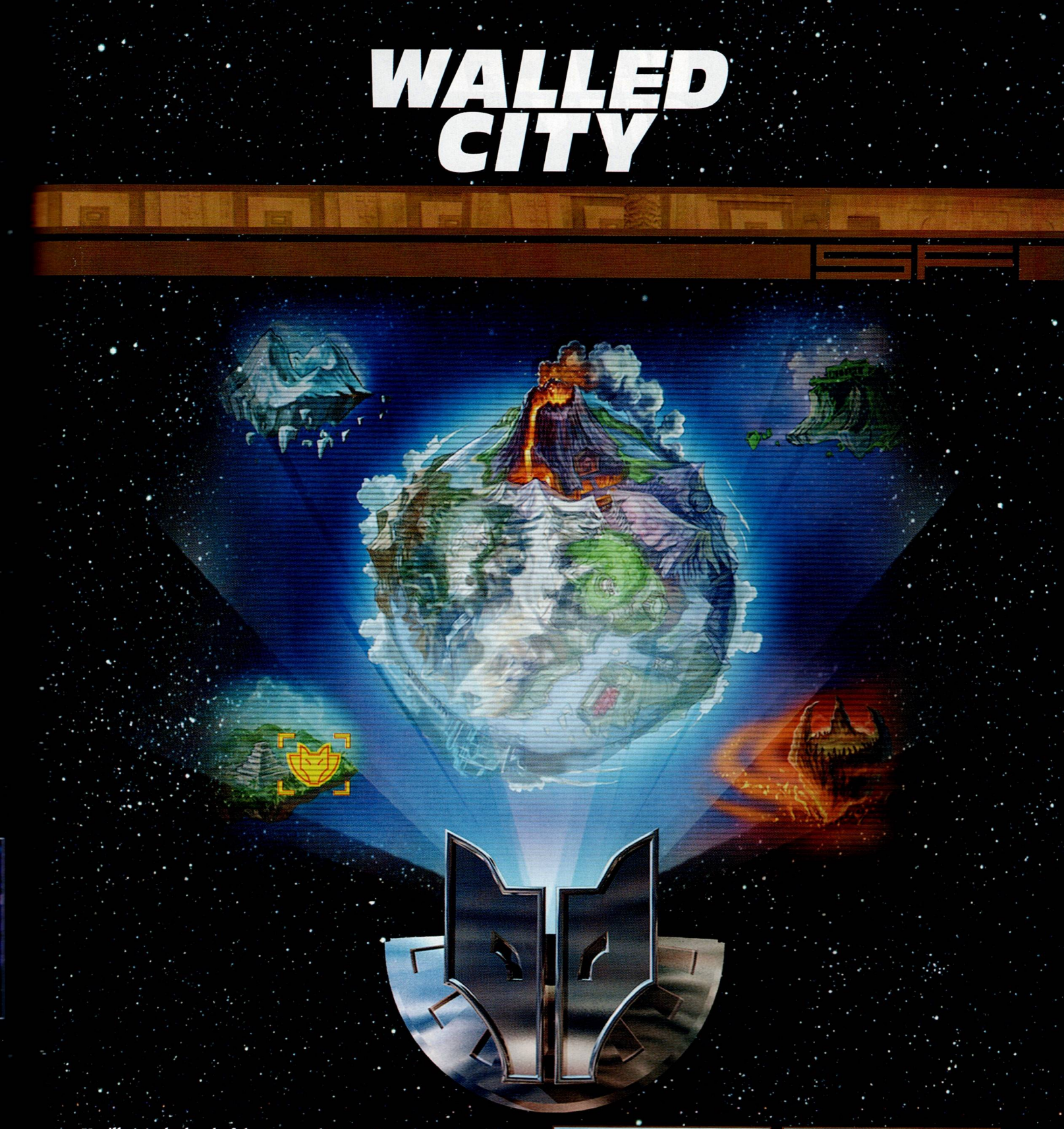
4 RINGS INSIDE OF RINGS

You'll reach the fifth and sixth rings in quick succession. Both rings are in the middle of ring-shaped stone openings. After you grab the fifth ring, turn hard to the left and collect the sixth ring.

5 BIG FINISH

The last two Gold Rings are blocked. You'll have to shoot through them before you can collect them. Fly through the ninth ring, veer to the left into the big structure, then move to the middle and grab the last ring.

WALLED CITY



You'll visit the land of the Sun and Moon Temples twice—first to collect a SpellStone, then later to collect a Krazoa Spirit. You'll receive advice from Tricky's father, King EarthWalker, on both visits, and you'll find four valuable keys over the course of your Walled City adventures: the Gold and Silver Teeth and the Sun and Moon Stones.

WALLED CITY

The RedEye Tribe rules over the ancient Walled City. To get the city's SpellStone, you must find a way to conquer the tribe and collect its sacred keys.

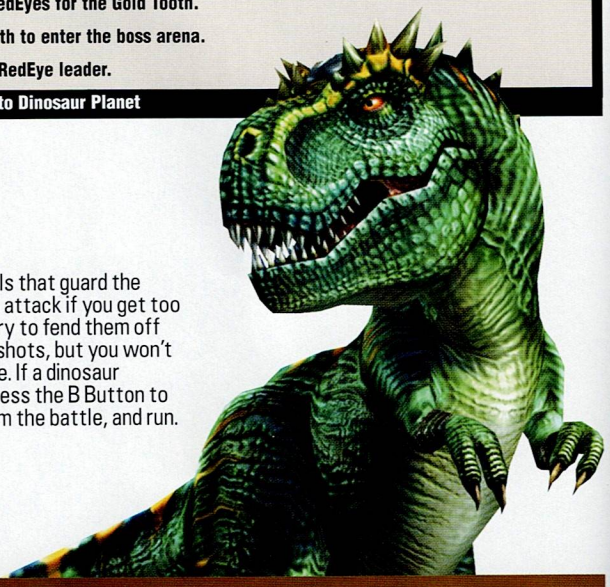
CHECKLIST

- [ ] Perform a Ground Quake on the Sun Switch and use Tricky to light the Sun Beacon.
- [ ] Shake the Moon Switch with a Ground Quake and have Tricky light the Moon Beacon.
- [ ] Find King EarthWalker underground, then find the Ground Quake upgrade.
- [ ] Find four Earthwalkers and fire on the switches in nearby trees.
- [ ] Swim and run through rings in the water to collect the Silver Tooth.
- [ ] Fight the RedEyes for the Gold Tooth.
- [ ] Use the teeth to enter the boss arena.
- [ ] Defeat the RedEye leader.

• NEXT: Return to Dinosaur Planet

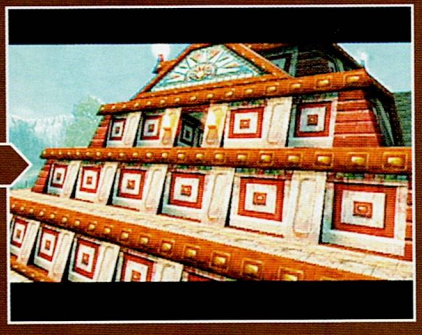
TROUBLE WITH A CAPITAL T

The T. rex patrols that guard the Walled City will attack if you get too close. You can try to fend them off with Fire Blast shots, but you won't do much damage. If a dinosaur engages you, press the B Button to break away from the battle, and run.



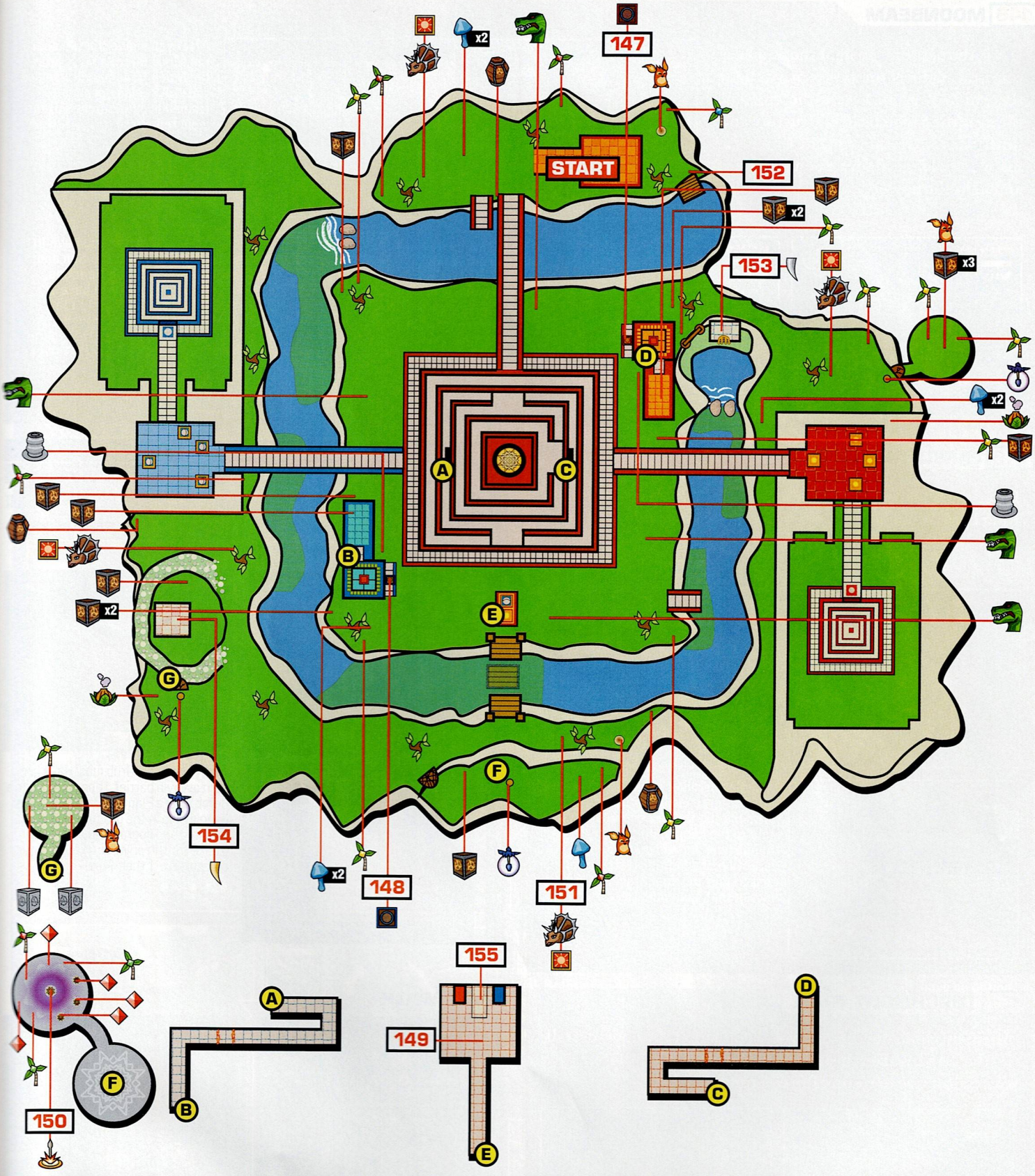
147 SUNSHINE

The only way to get to the underground cell of King EarthWalker is to light the Sun and Moon Beacons. Shake the tile near the Sun Beacon with a Ground Quake to make it rise. Then enter the main temple, find passage to the beacon and light it with Tricky's Flame.



The Sun Beacon is in a small structure close to the main temple. After you shake the ground switch with a Ground Quake, the beacon will rise from the structure and your attention will shift to an opening in the main temple.

Climb the outside of the main temple and enter the passage marked with two orange flames. Follow the passage to the top of the Sun Beacon structure and use Tricky to light the beacon before time runs out.



MAP KEY

- BafomDad
- Blue GrubTub Fungus
- Bomb Spore Planting Patch
- Bomb Spore Plant
- EarthWalkers
- Fire Blast Switch
- Gold Tooth
- Moon Switch
- Silver Tooth
- SharpClaw Basket
- SharpClaw Crate
- Magic Plant
- Staff Energy Gem
- Sun Switch
- T. rex
- SharpClaw Only Crate
- Super Ground Quake

148 MOONBEAM

Day is the best time to light the Sun Beacon, and night is the best time to light the Moon Beacon. Locate the crescent tile near the Moon Beacon structure and hit it with a Ground Quake. Enter the main temple, go underground, surface and light the beacon.

After you shake the tile near the Moon Beacon structure, the Moon Beacon will rise and you will see an opening framed by blue torches at the main temple.

Run to the main temple and enter the blue torch passage. As you make your way through the passage, be sure to avoid the damaging blasts.

After you have lit both the Sun and Moon Beacons, you will have access to the underground passage that leads to King EarthWalker's cell.

149 FAMILY REUNION

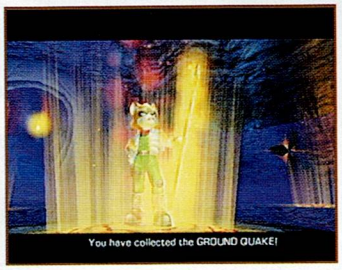
Enter the underground chamber to reunite Prince Tricky with King EarthWalker and get a clue from the king about the location of the third SpellStone.

King Earthwalker is hidden away in an underground chamber. After you witness the father-son reunion and talk to the king about the SpellStone, he will point in the direction of a helpful staff upgrade and trigger the appearance of a new bridge that spans the river.

150 EARTHQUAKE UPGRADE

SUPER GROUND QUAKE

Cross the wooden bridge opposite the king's chamber and tell Tricky to burn away blocking thorns. Climb a wall, then use a Bomb Spore to blast your way to an upgrade.



Tricky earns his GrubTubs. Have him burn away a barrier, then climb up to a Bomb Spore Planting Patch and blast open a hole in the ground. Drop into the hole and upgrade your Ground Quake for the power to knock large creatures off their feet.

151 TORCHLIGHT TRAIL

After you climb down from where you found the upgrade, talk to the EarthWalker nearby and aim your Fire Blaster at a switch in a tree to restore fire to a torch.

RIVER WALK

An EarthWalker on the shore will tell you that the secret of the river can be found in the leaves. Hit the switch in the EarthWalker's tree to light another torch.

REMOTE WALKER

Go behind the structure that holds the Sun Beacon to find your way around a small ravine. You'll find another Earthwalker and a Fire Blast Switch that lights a torch.

FIRE AND WATER

You'll find another EarthWalker near the Arwing. Talk to the dinosaur, then hit the switch in the nearby tree. After all four switch-torch connections are made, a special event will take place in the water.

152 WATER RING RACE

The river plays host to a water race with magic rings as checkpoints. Dive into the water at the waterfall near the Arwing and start swimming. Every time you make your way through a magic ring, you'll get more time on the timer. If you hop through the last hoop before time expires, you'll gain entrance into a building in the small ravine.

Leap off the plank near the waterfall, line yourself up with the closest ring and make sure that Tricky is behind you. Swim straight through the first two rings, then drift left to the wall as you approach the third ring and the next waterfall.

After you go over the waterfall, you'll have a chance to run on solid ground, but you'll make better time if you stay in the water and let the current carry you. Zigzag around two land masses as you approach the bridge.

After you swim under the bridge, drift to the right and run on the land. Before you dive back into the water, line yourself up with the left side of the next ring.

When you hit the shallow water section, you'll have no option but to run. Aim for the right side of the next ring as you go.

Aim for the left side of the deep water ring. If you have 12 seconds or more remaining after you swim through the ring, you'll be in good shape. Swim to the shallow water, then make a run for the final ring. Drop into the ravine and run to the open building.

153 TAKE THE TOOTH

SILVER TOOTH KEY

Following your ring race around the river, you will gain entrance into a small building in the ravine, where you will collect one of two dinosaur teeth.

155 A BOSS WITH BITE

With both teeth in hand, return to King EarthWalker and place the objects in the mouths of two fierce-looking statues. The path to a toothy boss battle will open up.

154 RULE OVER THE REDEYES

GOLD TOOTH KEY

The upgraded Ground Quake gives you the power to knock over RedEyes. Shake them to the ground, then fight them with barrels or blasts for the Gold Tooth.

Approach the massive RedEyes and knock them to the ground with the upgraded Ground Quake. You can hit them with Fuel Barrels, Fire Blasts or Ice Blasts to knock them out.

After all RedEyes are gone, a Life-Force Door that blocks a structure on the other side of the river will disappear. Go there to capture the Gold Tooth.

BOSS REDEYE

T. REX ROAMS THE UNDERGROUND

You'll need a lot of firepower to beat the huge RedEye boss under the temple. Use electricity to knock the beast to the ground, then hit him with explosives.

Shoot a Fire Blast Switch to open a cage in the corner, then pick up a Fuel Barrel. Step on a pressure plate to trigger an electrical surge in the hallway as the RedEye approaches.

The electricity will knock the RedEye to the ground. Toss the barrel at the beast's head, then turn, run and hide in an alcove before he stands and continues his hallway patrol.

FINISH OFF THE FIEND

SPELLSTONE

Every time you shock the boss and hit him with explosives, the pressure plates will move closer to the electricity's source. The last time the beast falls, he will drop at your feet.

After you shock the RedEye and hit him with explosives a total of four times, you'll beat him for good and earn the third SpellStone.

STOP A NEW ADVENTURE

With another victory to your name, you will return to the Arwing, accompanied by Tricky and King EarthWalker. The king will stay to protect the Walled City, but you must return to Dinosaur Planet and place the SpellStone in the Volcano Force Point Temple.

Go to Dinosaur Planet pg 68

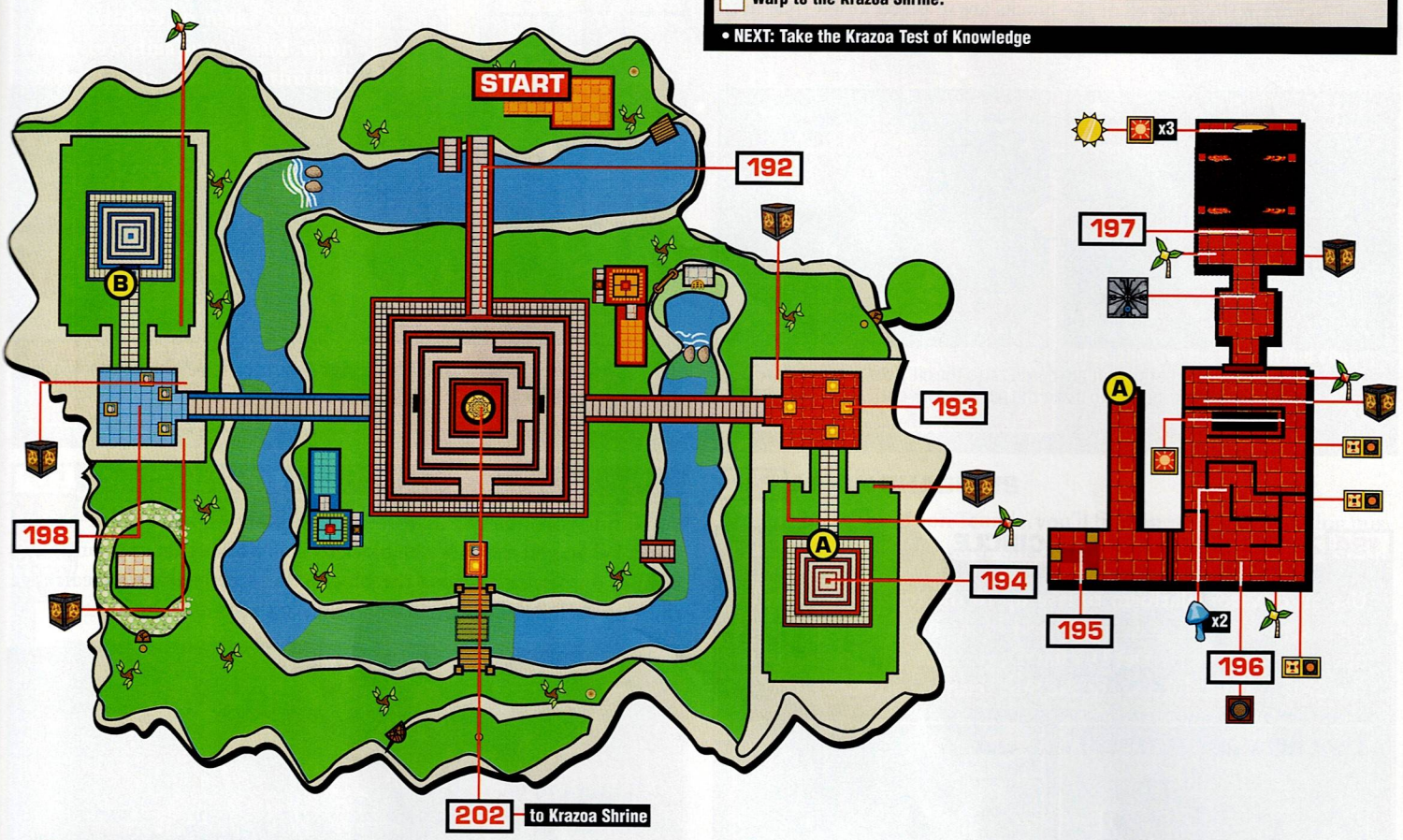
WALLED CITY

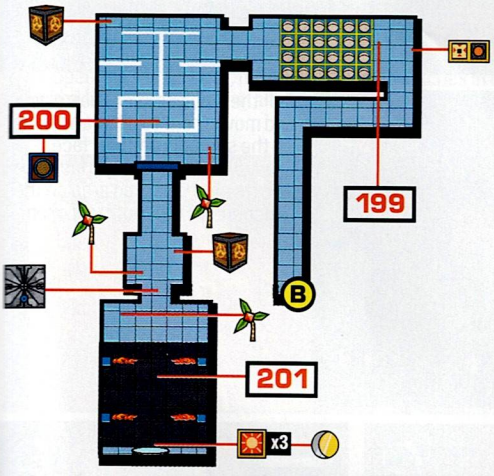
The final SpellStone is in place, but you must find the last Krazoa Spirit before you can bring all of Dinosaur Planet's satellites back together. You'll find a passage to the spirit in the Walled City.

CHECKLIST

- [ ] Collect the Sun Stone from the Sun Temple.
- [ ] Collect the Moon Stone from the Moon Temple.
- [ ] Put the Sun and Moon Stones into their places in the main temple.
- [ ] Warp to the Krazoa Shrine.

• NEXT: Take the Krazoa Test of Knowledge



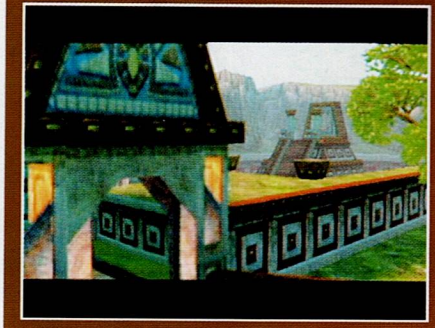


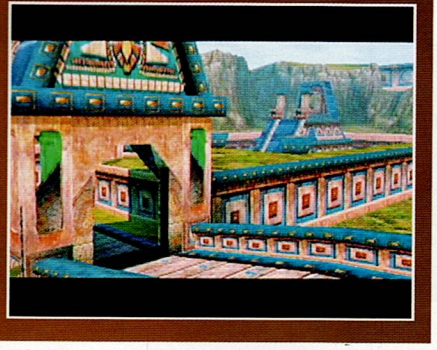
MAP KEY

- Blue GrubTub Fungus
- Magic Plant
- Fire Blast Switch
- Staff Switch
- Moon Stone
- Sun Stone
- Portal Door
- Super Ground Quake Switch
- SharpClaw Crate

192 A CONVERSATION WITH THE KING

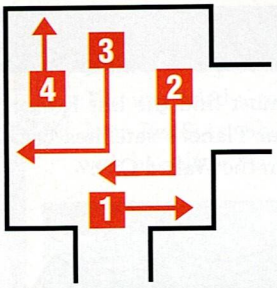
You'll find King EarthWalker waiting for you on your return to the Walled City. He will point out that two new areas have opened since you last visited the city. By exploring the new areas, you will discover how to make your way to the Krazoa Spirit. Your first stop should be the Sun Temple.





193 BLOCK OUT THE SUN

Near the entrance of the Sun Temple, you'll find a pit that features four big blocks and four sun holograms. You must slide the blocks into the holograms. The paths burned on the floor of the pit show where you can slide the blocks. You'll have to put some of the blocks in place before you slide the other blocks. The puzzle will reset if any blocks hit the pit's outer wall. Once all of the blocks are in place, a new puzzle at the top of the temple will present itself.



Slide the blocks into place as shown on the diagram, in the indicated order. The first block that you put into place will stop the second block from hitting the wall. The second block will act as a stopper for the third block.

Slide the blocks along the paths that are burned into the pit floor. You'll have to use some of the blocks in combination to make the puzzle work out.

After the last block slides into place, an iris will open on top of the temple, setting up the next puzzle.

194 ZOOM THROUGH THE CIRCLE

Use an elevator platform to rise up to the top of the temple, then stand on the center tile and look through the circular opening with the Hi-Def Display Device. After you zoom in to the distant wall, the door to the Sun Temple will open.

195 SHOW THEIR FACES

You'll find three blocks that fit into holes on the ends of a T-shaped track. When you examine the blocks, you'll notice that each one has a symbol on one side. Move the blocks along the track and rearrange them so their symbols show when they are placed in the holes.

Pull the blocks out of their places and move them to different places so the symbols on their faces show. After you put the last block into its new place, an area on the other end of the room will open.

196 SWITCH MAZE

You'll find a switch at the beginning of a maze. Use the Ground Quake on the switch to start a timer and open a door on the other side of the maze. Hit switches to make invisible barriers disappear and open passages as you run through the maze.

Use the Ground Quake on the switch at the beginning of the maze to start a timer and open a passage. You'll find another switch around the corner. Hit it to open another passage.

The third switch in the series is covered by fire. Douse the flame with an Ice Blast, hit the switch and move on to the edge of a deep pit. Hit a Fire Blast switch on the other side of the pit to open the path to a bramble-covered button. Tell Tricky to burn away the brambles, then hit the switch and continue on to a Portal Door at the end of the maze.

197 TAKE THE SHOT

SUN STONE

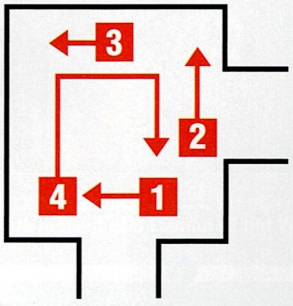
After you open the Portal Door, you'll find a large disk on the other side of a gap. Fire switches through the holes in the disk to trigger the appearance of a path to the Sun Stone.

Open the Portal Door, hit the Fire Blast Switches in clockwise order around the large spinng disk, starting with the one on the left. A path to the stone will appear.

198 MOON SHADOWS

Moving on to the Moon Temple, you'll find another block-sliding puzzle in the temple courtyard. Shadowy lines on the ground reveal the paths that the blocks should take as you push them into place.

You'll push three of the blocks directly into their places, then use the blocks as stoppers while you push the fourth block along a crooked path on the ground.



The diagram shows the recommended order and paths for pushing the blocks into place. Move blocks 1, 2 and 3 first so you can push the fourth block off them and into place. If the first three blocks aren't in place when you move the fourth one, you'll risk sliding it out of the puzzle area.

199 TILE TRAIL

After you look through the round hole at the top of the temple with the Hi-Def Display Device, you'll gain entry to the temple interior. There, you'll hit a switch to open a door and make blocking gates move up and down. As you make your way through the gates, move methodically from tile to tile to avoid dropping with falling tiles.

200 ROCK AND WANDER

Use Ground Quake while standing on the raised tile in the center of the large Moon Temple chamber to cause a timer to start ticking down and a door to open. Navigate a maze of invisible walls and make your way to the doorway before time expires. You'll have the greatest success in the invisible maze if you start by moving away from the doorway, then work your way around the room in a clockwise pattern.

If you hit an invisible wall, you'll see traces of the wall for a few moments. Make a mental note of where you saw the wall, then look for a different route to the open passage.

201 SHOOT THE MOON

◀MOON STONE

A giant disk rotates on the other side of a wide gap. Hit Fire Blast Switches as they are exposed by a hole in the disk. A path that leads across the gap to the Moon Stone will appear after you hit the last switch.

202 TAKE IT TO THE TOP

Return to King EarthWalker's former cell and put the stones in the same statues that hold the Gold and Silver Teeth. The top of the main temple will rise to reveal a Warp Pad.

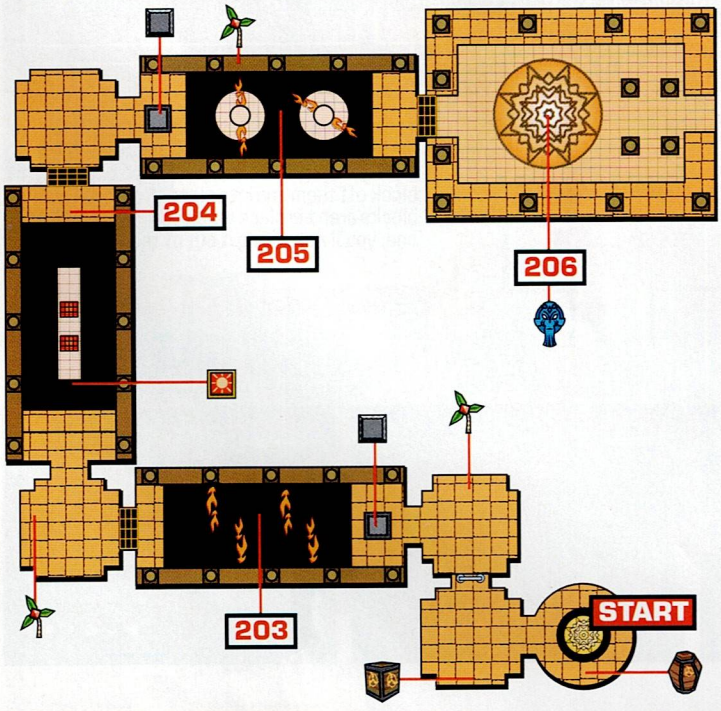
KRAZOA TEST OF KNOWLEDGE

Your journey to the last Krazoa Spirit is a wind and fire obstacle course over impossibly deep pits. When you reach the spirit, he will test your memory of past adventures.

CHECKLIST

- ☐ Survive an obstacle course to reach the Krazoa Spirit.
- ☐ Take the Krazoa Test of Knowledge.

• NEXT: Set a course for Dinosaur Planet



203 FLY THROUGH FIRE

The first obstacle on the way to the Krazoa test is a pit filled with a series of wind lifts and flame jets. Stand on a pressure plate to open a gate, then float over the pit and try to avoid the flames.

MAP KEY

- Fire Blast Switch
- SharpClaw Crate
- Krazoa Spirit
- Magic Plant
- Pressure Plate
- SharpClaw Basket

204 ICE AND FIRE

After you cross through a wind lift to a solid path in the next pit, use Ice Blasts to extinguish blocking flames. Cross to the other side and shoot the Fire Blast switch to open the gate.

205 TURNING TERROR

The fire and wind theme continues in the third long chamber. Stand on a pressure plate to open the gate on the other side of the room, then fly through a wind lift to a platform that holds rotating flames. Run around the platform to avoid the flames, then cross over to another platform and repeat the process.

Fly over to a round platform and move quickly to avoid rotating flame jets, then fly to the next platform and avoid another pair of flames.

206 MEMORY GAME

The Krazoa Spirit will ask you to place six items in front of holographic images of the areas where you found them. Look around the room before you talk to the spirit and identify the areas, then initiate the test. After you put an item in its correct place, a flame will rise to indicate a successful match. For example, place the Totem piece in front of the LightFoot Village image and the Dinosaur Horn in front of the SnowHorn Wastes picture. Try to remember each match, in case you have to try again.

Place the CloudRunner Horn in front of the image of the domed building and the meteor before an image of a space scene.

Place the MoonSeed in front of a moonscape with a crater, and the Gold Tooth in front of an image of the Walled City.

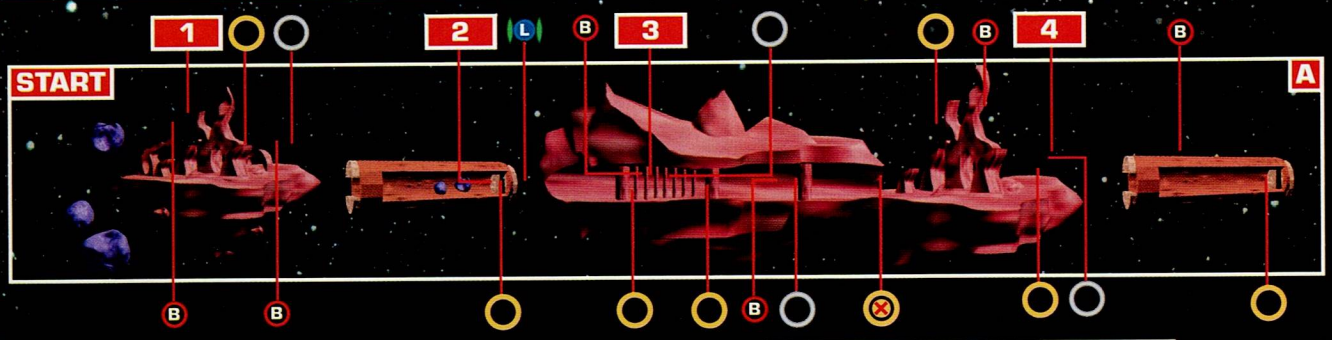
STOP RETURN TO DINOSAUR PLANET

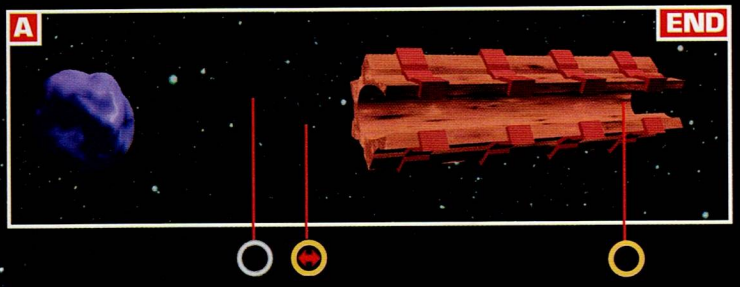
After the Krazoa Spirit possesses you, you will find yourself back in the Walled City. Make your way to the Arwing and take off for Dinosaur Planet. You'll fly directly to Krazoa Palace.

Go to Dinosaur Planet pg. 80

FLY TO DRAGON ROCK

FLY THROUGH 10 GOLD RINGS TO REACH DRAGON ROCK





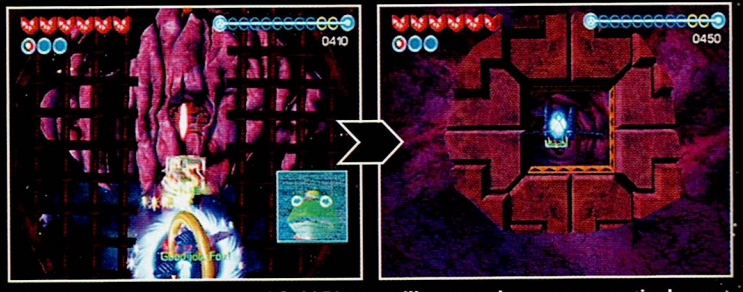
MAP KEY

- B — Bomb
- L — Laser Upgrade
- Gold Ring
- Moving Gold Ring
- Gold Ring X
- Silver Ring

1 GRAB THE BOMB AND GLIDE

Collect the bomb power-up and shoot it into the tunnel to clear the mines and asteroids in your path.

2 BANK AND BOOST

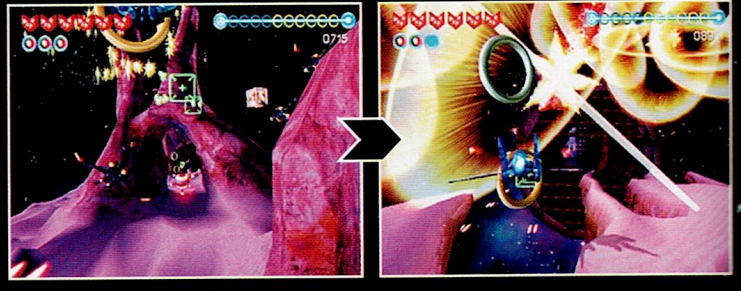


After you collect the second Gold Ring, you'll approach a narrow, vertical opening. Spin on your way out of the tunnel to avoid enemy fire, then fly through the small, square opening. Use your boost or brake as necessary.

3 GOLD RING SLALOM

Swing first to the left to hit a Gold Ring and grab a bomb then immediately right to snag another gold ring. Keep firing while you swerve back to the left and through the opening.

4 PICK UP A RING AND A BOMB IN ONE TURN



After you emerge from the tunnel near the end of the run, fly up to collect a ring in front of the rock formation, swoop down to collect a power-up, then level out before you collect the second-to-last ring and enter the final tunnel.

DRAGON ROCK

The hostile land of Dragon Rock is a prison for members of several Dinosaur Planet tribes, and an electrically powered headquarters for the army of General Scales. During your adventure on Dragon Rock, you'll save and befriend three different dinosaurs and use them to work your way into the core of Dragon Rock. There, you'll fight a demonlike creature for the final SpellStone.

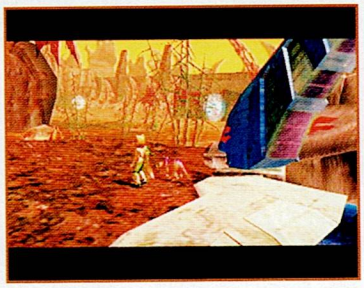
DRAGON ROCK

Search for the Final SpellStone

SF

DRAGON ROCK

Hovering robots patrol the red desert landscape of Dragon Rock, and a large collection of traps protects the enemy-controlled buildings. You'll need help from several friends to find the area's SpellStone.



CHECKLIST

- [ ] Break into High Top Tower and activate a switch to free an EarthWalker.
- [ ] Use the EarthWalker to break four power generators.
- [ ] Once the generators are gone, fire on the hovering robots to open a gate.
- [ ] Free a High Top and protect the creature while he opens another gate.
- [ ] Search for Krystal's CloudRunner and look for a way to free him.
- [ ] Use a barrel to break through a barrier and activate mechanisms to free the bird.
- [ ] Ride the CloudRunner around the compound and destroy the four spires.
- [ ] Defeat Boss Drakor.

• NEXT: Return to Dinosaur Planet

173 INFILTRATE HIGH TOP TOWER

As soon as you land, scan the landscape and look for the large, imposing High Top Tower. As you approach the building, you'll discover a ladder that is protected by flame jets. Climb up the ladder and run along the ledge. You'll find a board-blocked entrance and more flame jets. You'll also find a barrel pad and a switch, which activates a barrel-grabbing device. It looks like the makings of a barrel-transporting puzzle!

Head for the big building in the distance and climb the ladder. Avoid the dangerous flames. When you get to the top, run along the ledge and look for a way to break through the wooden barrier.

174 BREAK INTO THE BUILDING

You can break through the wooden barrier at the top of the ladder by using the barrel at the far end of the ledge. The trick is to get the barrel over to the barrier. Set the barrel on a barrel-shaped pad and activate the barrel-grabbing device. Stand on floor panels to shut off the flame jets as the device carries the barrel to a higher area.

The only way to get the barrel up to a ledge is by using a barrel-carrying device. Rest the barrel on a pad and hit a switch to activate the device.

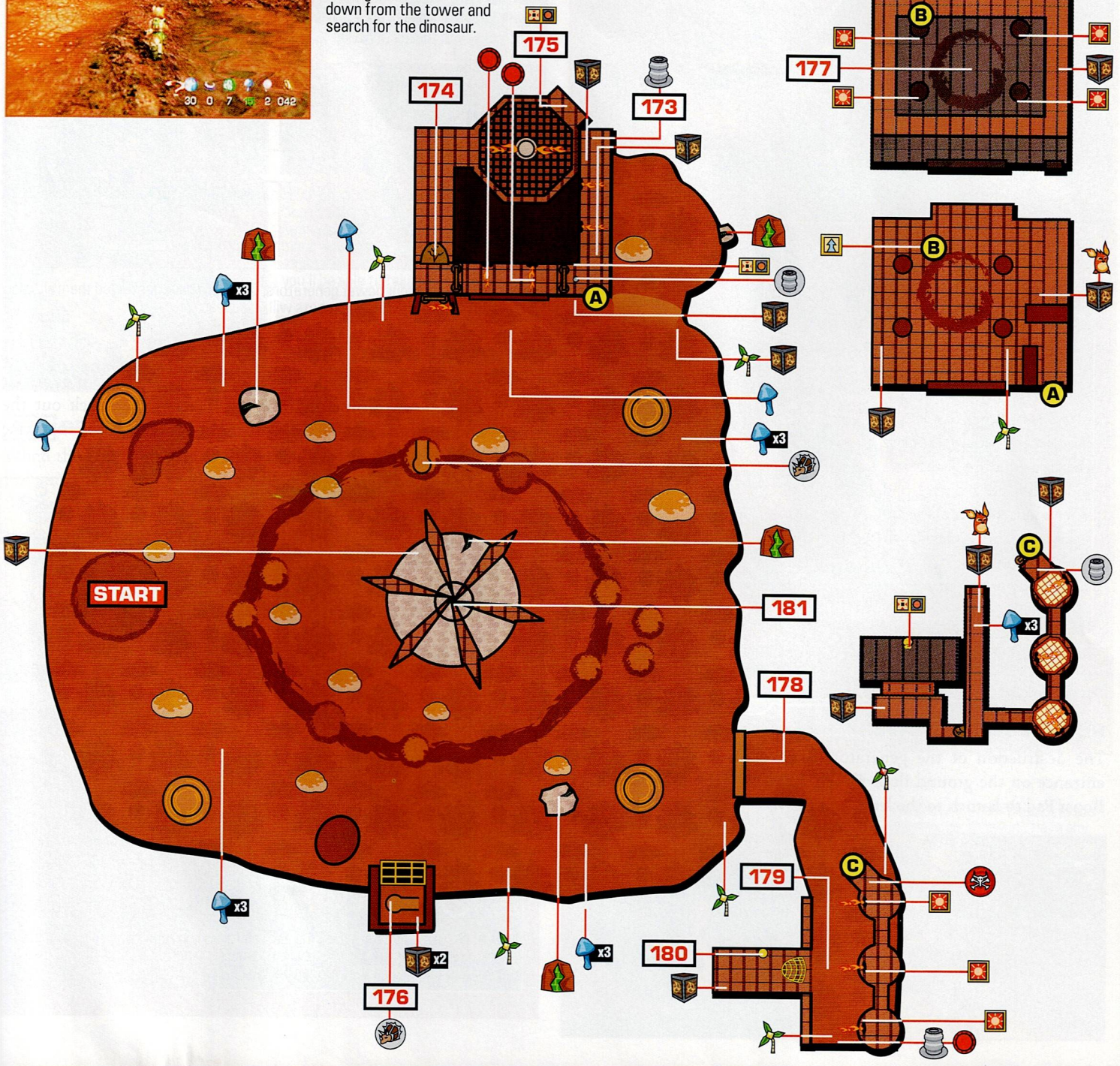
Follow the barrel as it floats over the path and stand on floor panels to cut off the flame jets temporarily. After the device releases the barrel, pick up the explosive container and throw it at the wooden barrier.

175 FREE AN EARTHWALKER

The rotating, flame-spewing device in the center of the round room protects a small alcove. Circle the room, duck into the alcove and hit a switch to make a gate in another building drop, freeing an EarthWalker. Climb down from the tower and search for the dinosaur.

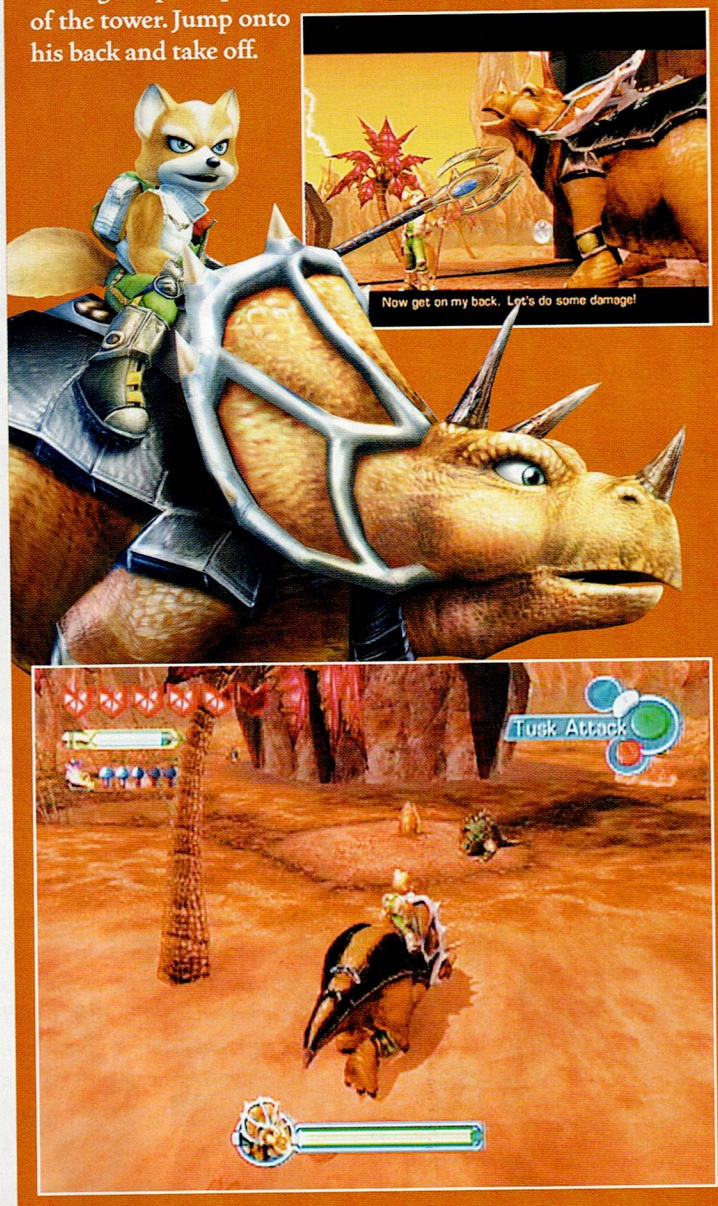
MAP KEY

- Blue GrubTub Fungus
- BafomDad
- EarthWalker Pad
- Fire Blast Switch
- Fuel Barrel Generator
- Fuel Barrel Pad
- Staff Switch
- Life-Force Door
- Pressure Plate
- Rocket Boost Pad
- SharpClaw Crate
- Shield Generator
- Magic Plant



176 RUN WITH THE EARTHWALKER

The EarthWalker will tell you about the defenses surrounding the High Top complex. He can help you break into another part of the tower. Jump onto his back and take off.



The EarthWalker is a big, powerful beast, and he's fast, too—a much more satisfying ride than the lumbering SnowHorn. Hop onto the EarthWalker's back and explore the environment in style.

CUT OFF THE POWER

Four power generators are embedded in rock walls and rock formations. Search the cracks in the rocks for the green, glowing lights of generator control panels, then use the power of the EarthWalker to blast through the cracks and break the panels.

Search the rock surface for green light seeping through cracks and break through the cracks with the EarthWalker.

You'll find a total of four power generators. After you have destroyed them all, the force fields around the floating robots will disappear.

SHOOT THE ROBOT GUNS

Without their force fields, the floating robots are vulnerable to your Fire Blaster shots. Dismount from the EarthWalker, seek out the robots and destroy them. Use the rock formations for cover or strike from a distance to avoid laser fire.

RETURN TO THE TOWER

The destruction of the generators and robots will cause a tower entrance on the ground floor to open. Enter the building and use a Boost Pad to launch to the ledge.

TALK TO THE GENTLE GIANT

As you explore the top ledge, you will work your way around to a face-to-face meeting with a massive dinosaur—a High Top. Talk to him.

177 BREAK THE BONDS

The High Top is bound by four electric cords. You must destroy the cords at their sources to free the dinosaur. The power sources will regenerate after a few seconds, unless you destroy all of them in a hurry. Aim your shots at the Fire Blast Switches near each power source.

You'll break the dinosaur's bonds by hitting Fire Blast Switches near the sources of the four cords. If you take too much time, the power sources will regenerate. After you free the High Top, you'll be able to take him for a ride.

178 SEARCH FOR THE CLOUDRUNNER

When the High Top gets to the end of the line, he'll smash a generator and open a huge gate. You'll continue your journey on foot. Explore the new opening and look for a CloudRunner in a cage.

Explore the ground floor and listen for the cries of the CloudRunner. The CloudRunner needs your help.

MISSILE COMMAND

As you ride on the back of the High Top, you'll encounter several waves of enemy missiles, swarming from a tall tower. The missiles will grow in number as the waves persist. Take out the missiles as soon as they come into view.

Missiles pop out of the tower in large groups. You've got to take them out before they get too close to the High Top.

You'll never run out of firepower as you blast the missiles. Fire into the crowd and try to thin out the swarms as quickly as you can.

FREEZE THE FIRE CRAWLERS

Fire Crawlers run rampant in the warehouse. You won't have any luck hitting them with your staff at first. Use the Ice Blast to freeze them, then knock them out. You have to take out all three of the Fire Crawlers in the area to clear away the Life-Force Door.

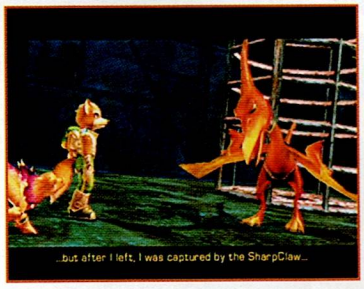
179 AIR SUPPORT

The barrel-grabbing device's path runs through three flame jets. You can turn the flame jets off for a few seconds at a time by hitting nearby Fire Blast Switches. Tell Tricky to stay on the floor panel that triggers the device. Follow the device as it carries the barrel and clear the path by turning off the jets.

Shoot the Fire Blast Switches to turn off the flame jets as the device carries the barrel to the top of a ledge.

180 DROP THE CAGE

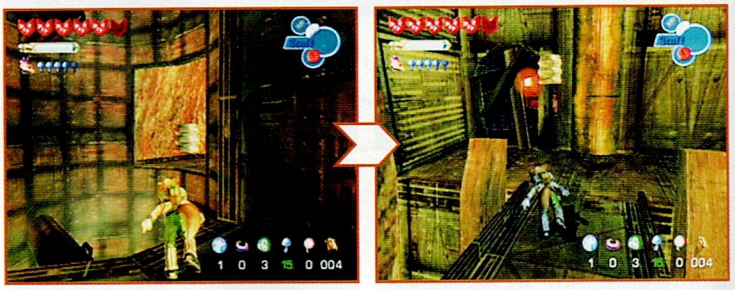
After you break through the barrier, hit a switch to make the CloudRunner's cage move back and forth, past an inactive flame jet. Return to the ground floor and tell Tricky to light a furnace near the cage. The flame jet above the cage will activate and burn through the rope that holds the cage, causing the cage to drop.



Hit a switch to make the cage move back and forth, then activate a flame jet that will burn through the rope that suspends the cage. The cage will drop and the CloudRunner will break free.

TUNNEL TROUBLE

You must transport the barrel through three wind tunnels. Wait for the flame jets in the tunnels to stop for a moment, then toss the barrel across the gap. If the barrel doesn't cross the gap, you may have to push it in midair.



Two flame jets protect the final tunnel. Wait for them both to shut off, then throw the barrel. The barrel should float cleanly to the other side. After you make it across the tunnel, pick up the barrel and use it to destroy a barrier.

SPIRE FIRE

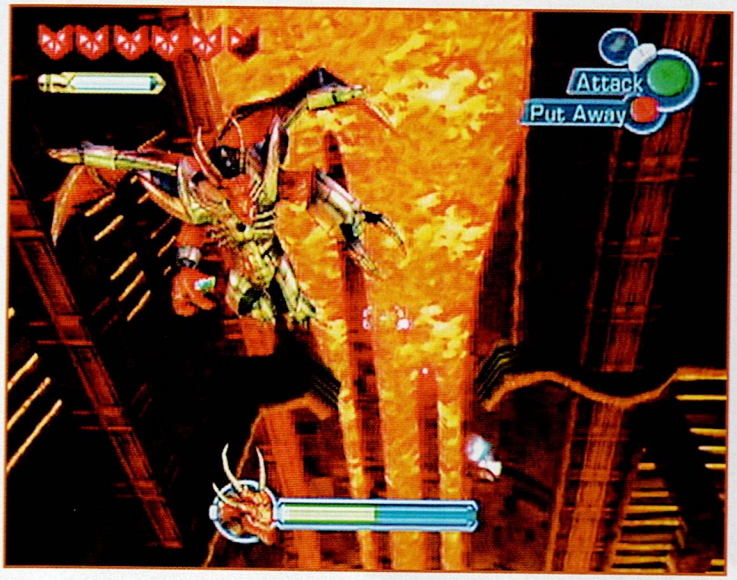
Krystal's CloudRunner will take you on a ride around the compound. You must destroy the four spires and swarms of missiles to gain entrance into the great tower.

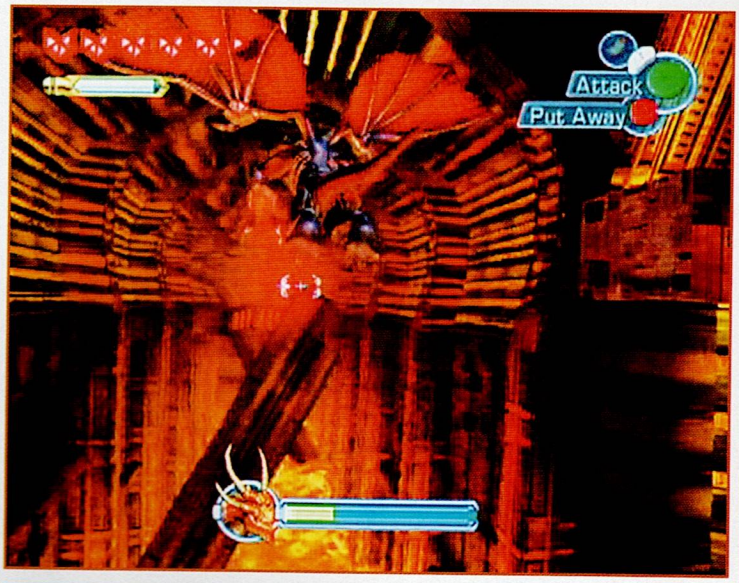
Take on the swarms of missiles, then target the spires. It may take a few tours around the complex for you to complete the task.

BOSS DRAKOR

181 FLYING FIRE

Immediately after you knock out the four spires, you'll face Drakor in another fast-firing battle sequence. As the beast zigzags around the beams of his arena and flies through fire jets, you must aim carefully and hit him with a blast barrage. He'll attack you with shots of his own and leave explosive mines in midair for you to run into. The stakes are high. If you can survive the battle, you'll win the fourth and final SpellStone.





Drakor flies swiftly around his arena. As you follow him, you must unload as many shots as you can in Drakor's direction. Lead with your shots to score direct hits.

DESTROY DAMAGING OBSTACLES

When you see midair mines, fire on them to knock them out of the air. You can also shut off flame jets by hitting Fire Blast Switches.

REPLENISH YOUR ENERGY

At times, you will find floating power-up boxes. Hit the boxes to produce energy-replenishing items.

DOWN IN FLAMES

◀SPELLSTONE

When you finally knock all of the energy out of Drakor, he will sink into the lava and you will earn the last of the SpellStones.

STOP RETURN TRIUMPHANT

Once you have collected the SpellStone, you'll say "goodbye" to your new friends and take to the skies for the journey back to Dinosaur Planet. Next stop: Ocean Force Point Temple.

Go to Dinosaur Planet pg. 76

ANDROSS

The Final Fight

SF1

REVENGE OF THE TYRANT

Although it seems that General Scales is the villain responsible for tearing apart Dinosaur Planet, you'll discover that the real baddie is the evil, floating simian, Andross. He has been disguised as a Krazoa Spirit to fool you, but you'll discover his true identity once you put the last spirit in place. You'll launch to outer space for one final trial—a winner-takes-all battle against the gigantic faces of Andross.

MATCH UP WITH THE MASK

The boss of all bosses shows his Krazoa face to you first. Concentrate your fire on the glowing glass eyes and the diamond-shaped symbol on the boss's forehead and circle around the whirling waves of energy that come out of his mouth. After you destroy all three targets, the creature will spin around and show you his real face.

Andross's Krazoa mask fires damaging waves of energy from its mouth. Navigate around the torrents and aim for the mask's three weak points.

FACE OFF WITH THE MONKEY

After you destroy all three of the mask's weak points, the boss will spin around to reveal his real face. The massive monkey uses two hands to grab your ship, and he spits space debris from his mouth. Aim for the diamond-shaped segments of Andross's hands, then blast the space debris, being sure to fly through the Silver Rings among the rocks to replenish some of your energy.

Aim for the monkey's hands when he shows his palms, starting with the one on your left. When Andross spits debris from his mouth, fire on the rocks and fly through the Silver Rings.

SPIN AWAY FROM THE SUCTION

After Andross spits out debris, he'll suck in the space junk and try to consume your ship. Fly away from the mouth and spin repeatedly to avoid being pulled in. If you are pulled into the mouth, you'll lose energy and the battle with the mask will start again from the beginning.

ONCE MORE AROUND

After you destroy Andross's hands in the first round, you'll fight both the mask and the monkey again. During your second battle with the mask, it will generate enemy ships. In your second battle with the monkey, he'll send waves of damaging energy from his hands. Circle around the waves and aim for the diamonds.

FALCO PITCHES IN

Once you've faced both of Andross's faces twice, your long-lost teammate, Falco, will fly into the screen. He'll introduce power-up boxes to the battle. When you face Andross's waves of debris, you'll find power-ups among the rocks and rings.

ACQUIRE EXPLOSIVES

When Andross spits out rocks and debris, fire into the cloud of clutter and look for a power-up. After you break the power-up box, you'll see a bomb upgrade. Pick it up.

Keep your eyes open for the power-up box. Break it and collect the bomb inside.

BOMBS AWAY

After you collect a bomb, wait for Andross to suck in debris then fire the bomb into his mouth. He'll swallow the explosive, which will detonate inside of him.

BATTLE THE BRAIN

After Andross swallows the bomb, he'll become transparent, with only his brain exposed. Fire on the brain and avoid the boss's lunging attacks.

THE BATTLE COMES TO AN END

You probably won't beat the brain the first time it is exposed. When Andross shows himself again, collect another bomb, fire it into his mouth and fight the brain again.

END FOX SAVES THE DAY

Once the big brain is completely drained, you will be victorious. The planet will patch itself together, Falco will rejoin the team and Krystal will finally be free of Andross's bonds. The adventures have come to a successful end!

UNLOCK OPTIONS WITH TOKENS

DINOSAUR PLANET HAS A WEALTH OF CHEATS

Every section of Dinosaur Planet has a well, where you can purchase Cheat Tokens. Some wells are hidden. Others are out in the open. After you collect a Token, toss it into the well in the Warp-Stone's Game Well Maze. Half of the Tokens unlock game options. The others give you clue-filled fortunes.

SEARCH FOR WELLS NEAR AND FAR

The first well that you will find is located in the ThornTail Hollow Store. After you collect the Small Scarab Bag, toss 20 Scarabs into the well for a Token. Throw it into the maze well to unlock a credit-viewing option.

Warp to Ice Mountain and use a Bomb Spore to blast your way into a cave. You'll find a well and a Fuel Cell. The Token that you can purchase from the well will allow you to unlock an option for music sampling.

After you pass the floating meteorite in Moon Mountain Pass, use a MoonSeed to reach a Fuel Cell and a well. Buy a Token at the well to unlock a Dinosuar language subtitle option.

You can see the adventure in sepia tone after you unlock an option using a Token from Cape Claw. After you take control over the cape's cannon, blast a hole into a cave wall and break through to a well.

You'll find wells after you ride an ice floe down the river in SnowHorn Wastes and after you rocket up to the ridge that surrounds LightFoot Village. Both give you Tokens that trigger fortunes from the maze well.

You'll find wells during your second visit to each of the Force Point Temples. Buy Tokens from the wells, then drop them into the maze well for fortune clues about the later stage of game.

TIP INDEX

1 Land at Krazoa Palace with Krystal and use a Fuel Barrel to destroy an obstacle.
2 Pick up another barrel from the generator and blow open a door on the lower deck.
3 Climb down a ladder and jump across gaps to a life-replenishing BafomDad.
4 Use a Fuel Barrel inside the palace to destroy a crate barrier.
5 Walk down the hall and open two more doors with Fuel Barrels.
6 Talk to an EarthWalker in the palace to learn about the Krazoa Spirits.
7 Destroy an enemy with a Fuel Barrel to make a Life-Force Door disappear.
8 Step onto a pressure plate to make a gate open, then run through the opening.
9 Take the Krazoa Test of Observation. Find the spirit in the shuffling baskets.
10 Bring the Krazoa Spirit back to Krazoa Palace.
1 Land in ThornTail Hollow with Fox McCloud and search for Krystal's staff.
2 Fight four SharpClaws in front of Queen EarthWalker's home.
3 Upgrade the staff with the Fire Blaster in an underground cave.
4 Use the Fire Blaster to open the door to the queen's home. Talk to her about Tricky.
5 Fire on a Bomb Spore Plant to make it explode, then collect the falling spores.
6 Plant a spore in a planting patch and blast your way into the WarpStone's garden.
7 Collect Scarabs, then buy Rock Candy at the ThornTail Store.
8 Give the Rock Candy to the WarpStone and warp to Ice Mountain.
9 Destroy a box barricade with a Fuel Barrel and fight SharpClaws on the other side.
10 Hit a Fire Blast Switch to open a door to Tricky's cell.
11 When SharpClaws chase Tricky, hop onto a Jet Bike and join the race.
12 After you save Tricky, use his sidekick commands to solve a platform puzzle.
13 Tell Tricky to dig a hole, then tunnel to SnowHorn Wastes.
14 Fight off attacking SharpClaws and learn the Heel command.
15 Use Tricky to dig a hole at the base of a fallen tree. Fall in to upgrade your staff.
16 Collect an Alpine Root and feed it to a SnowHorn. He'll give you a Scarab Bag.
17 Give another root to the SnowHorn, then take control over an ice block.
18 Push the block against a cliff and use it to climb up to another area.
19 Pay a BribeClaw 25 Scarabs for passage into the ThornTail Hollow tunnel.
20 Visit the queen, then go in search of White GrubTubs. Dig into the ancient well.
21 Use a Bomb Spore to blast into a cave. Drop in and earn the Rocket Boost.
22 Break a natural bridge with a spore. Use a piece of the bridge to open a gate.
23 Show a ThornTail that you have a lantern, then blast your way into a dark hole.
24 Use a spore to cut a pillar down to size, then hop across the top of the pillar.
25 Give six White GrubTubs to the queen to earn the SharpClaw Prison Key.
26 Use the Rocket Boost to explore an area over the ThornTail Store.
27 Change the flow of the water for passage back to SnowHorn Wastes.
28 Rocket-Boost up to a locked cage. Open the cage and collect Fuel Cells.
29 Enter the SharpClaw Prison and talk to the SnowHorn in the ice.
30 Save the SnowHorn.
31 After traveling to DarkIce Mines, dig into a building and collect the Shackle Key.
32 Free the shackled SnowHorn. She'll give you a Bridge Cog as a reward.
33 Use the Bridge Cog to operate a mechanism that extends a bridge over a gap.
34 Free a SnowHorn from two SharpClaws. Tricky will learn the Flame Command.
35 Melt an ice barrier in the settlement and search a building for an Alpine Root.
36 Drop into the ravine and melt another barrier to collect a root in a cave.
37 Feed both roots to the SnowHorn and take a ride into the SharpClaw fortress.
38 Melt a cave-blocking ice barrier in the fortress and make your way to the cannon.
39 Take control of the cannon, then fire on SharpClaws and a barrier.
40 Collect three cogs and use them to extend a bridge over the ravine.
41 Light four furnaces within a time limit to open a door. Collect the Dinosaur Horn.
42 Use the horn to call a mammoth. Ride the creature through a storm.
43 When you reach a blocked cave, use the SnowHorn to break through the blockade.
44 Hop onto a Jet Bike. Ride through the ravine and into DarkIce Mines.
45 Hit a Fire Blast Switch to shut off a flame jet. Collect the Silver Prison Cell Key.
46 Use the key to free Tricky, then melt an ice barrier and collect the gold key.
47 Knock three icicles into a pond and use them as platforms to hop across the water.
48 Carry a Fuel Barrel up the path, blast through a barrier at the top and hit the switch.
49 Hit a switch to complete a bridge. Make your way to a SharpClaw cannon.
50 Take control of the cannon and blast two boarded-up switches to trigger a bridge.
51 Warp to Boss Galdon, break the ice and fight the creature for the SpellStone.
52 Back in ThornTail Hollow, hit a burning tree to collect Fire Weeds.
53 Use Fire Weeds and Tricky's Flame Command to light three beacons.
54 Use a Bomb Spore to blast your way into the tunnel to Moon Mountain Pass.
55 Drop into a wind tunnel and float up in another on your way to the pass.
56 As you run through the pass, avoid rolling barrels.
57 Use the Moon Pass Key to open a huge gate, then fight an armored SharpClaw.
58 Hop across a lava pool on three sliding platforms.
59 Wait for a flame to stop burning, then drop into a hole to reach the floor below.
60 Deal with the dangers of Volcano Force Point Temple—barrels and wide gaps.
61 Use the SpellStone to enter the temple proper and light two orbs for admittance.
62 Light fires to make two platforms appear. Cross gaps and earn the Ice Blast.
63 Extinguish flames with the Ice Blast to trigger the appearance of an elevator.
64 Climb a long ladder and extinguish four flames on a ledge to open a door.
65 Cross a fiery gap, turn around and hit a switch to stop moving platforms.
66 When you reach the middle of the temple, put the SpellStone in its place.
67 Use the Rocket Boost and Ice Blast to collect Fuel Cells on a ledge.
68 Talk to a spirit in the pass, explore a cave and earn the Ground Quake upgrade.
69 Use Ground Quake to defeat the first Kalda Chom and collect a MoonSeed.
70 Place the MoonSeed in a planting patch and use fire to make it grow into a vine.
71 Fight crater-dwelling Kalda Choms, collect MoonSeeds and explore the upper pass.
72 After a meteor falls, pick up the small pieces and use them to block steam vents.
73 After you warp to the Krazoa Shrine, swim across a pool and extinguish a flame.
74 Swim across a pool, turn and fire at a switch to raise the water of another pool.
75 Navigate a narrow walkway, crossing fire geysers, turn and hit a Fire Blast Switch.
76 Take the Krazoa Test of Combat. Fight a SharpClaw army within a tight time limit.
77 Return to Moon Mountain Pass and make your way back to ThornTail Hollow.
78 After you warp to Krazoa Palace, fight SharpClaws to open a Life-Force Door.
79 Collect FireFlies, light your way across a dark area and toss a barrel at a barrier.
80 Hit a switch to make flame jets move. Pass the jets and blast a barrier.
81 Light two orbs to weaken a flame-throwing machine, then target the machine.
82 Use wind lifts to rise up to the roof of the palace.
83 Once on the roof, locate Krystal and release the Krazoa Spirit.
84 After you return to the surface, collect a Scarab Bag and pay the Gold Scarab.
85 In Cape Claw, pay a BribeClaw or use the Rocket Boost to go around him.
86 Talk to a dinosaur on the pier to learn about four missing Gold Bars.
87 After you collect the Gold Bars, give them to the dinosaur. He'll drop a ladder.
88 Push blocks over poisonous gas vents to stop the gas flow and open a door.
89 Talk to Queen CloudRunner to learn about the problems in her fortress.
90 After you fly to CloudRunner Fortress, run over an obstacle course on the water.
91 Run up a spiral path, climb down a ladder and hit a switch to open a door.
92 Break out of the prison and sneak past the guard.
93 Blast a hole through the roof. Radio the crew and get the SharpClaw disguise.
94 Use the SharpClaw disguise to fool the guard and collect the staff.
95 Free the prisoners and get the Power Generator Key.
96 Hit a Fire Blast Switch to open a door, then climb a wall to the roof.
97 Hit a switch and extinguish flames as you prepare to collect three Light Gems.
98 Push the left button in the center of the courtyard, then run to the green gem.
99 Push the middle button. Climb boxes to the upper ledge and get the orange gem.
100 Push the right button, run to a pad and Rocket-Boost to collect the blue gem.

101 Use the Generator Key and the Light Gems to bring power to the wind lifts.
102 Use a wind lift to rise to a higher section and fight SharpClaws to open a door.
103 Disguised as a SharpClaw, transport a barrel to a ledge and blow open a path.
104 Hit switches on both sides of the queen's cage to raise the gate.
105 Carry a barrel across a wind lift and use it to destroy the queen's cage.
106 Fight a SharpClaw in the dock area and play the flute to save a CloudRunner child.
107 Jump across a wind lift and fight two SharpClaws to save another child.
108 The third child is on the other side of a wall. Drop down, cross over and boost.
109 The final child is in the dock area. Fight four SharpClaws to rescue it.
110 Throw a barrel into the wind lift, drop it in the treasure room and get the SpellStone.
111 Save a LightFoot from two SharpClaws in Cape Claw and earn a Fire Gem.
112 Climb up the stone and wood ledges and use your disguise to open a door.
113 Make a platform in a flooded room pop up. Hop onto the platform and hit a switch.
114 Extinguish a flame and collect a Fire Gem from a Krazoa Head.
115 Put both Fire Gems in their places and use Tricky to bring light into the room.
116 Hit a switch to flood a room, then push a block onto a plate to open a gate.
117 Have Tricky stay on a plate, then touch tiles to shut off a room's electricity.
118 Navigate narrow walkways and hit a switch to light the colored fire.
119 Walk on another walkway and hit two more switches to shut off the water flow.
120 Solve a color-matching puzzle to light an orb and activate a warp.
121 Hit switches to raise and lower the water level so you can access the next area.
122 Activate a torch turntable and douse the flames by tilting water-filled containers.
123 Slide a block through a maze by hitting it with Fire Blast shots.
124 Rocket-Boost up to a high ledge and explore the duct system.
125 Light an orb to make a bridge appear. Warp to the SpellStone Chamber.
126 Fight LightFoots, in LightFoot Village, with help from a CloudRunner.
127 Find the round carving in the ground, near the village entrance.
128 Look for a thorny blockade on a wall. Burn it away and dig for the square carving.
129 Swim to a patch of land and dig for a triangle carving at the base of a stilted hut.
130 Put all three carvings in place to make platforms appear in the water.
131 Find the leader of the LightFoots and talk to him about their tests.
132 Take the Tracking Test and trigger four totems before time runs out.
133 Push the village strongman, MuscleFoot, into a pit in the Test of Strength.
134 Enter the inner sanctum and complete a spinning-totem puzzle.
135 Shake trees to find three LightFoot children.
136 Explore the forest in the village for another set of triplets.
137 Search for children in the underground area and shoo them out.
138 Use a new Rocket Boost Pad to explore the outer edge of the village.
139 On your way to the Krazoa Test of Fear, run through a long chamber, past flames.
140 Swim through a draining, spike-filled pool to an open door.
141 Run against the flow of rolling barrels to reach a door before it closes.
142 Take the Krazoa Test of Fear and face a huge image of General Scales.
143 After you pass the test, warp to Krazoa Palace and release the spirit.
144 After returning to ThornTail Hollow, save a cluster of eggs from attackers.
145 After you save the eggs, drop into a cave to earn the Portal Device.
146 Use the Portal Device to open the space gate to the Walled City.
147 Use Ground Quake to shake the Sun Beacon tile. Run to the beacon and light it.
148 Shake the tile near the Moon Beacon, then run and light the beacon.
149 Make your way to the underground passage and talk to King EarthWalker.
150 Cross a wooden bridge, burn some brambles and earn the upgraded Ground Quake.
151 Talk to four EarthWalkers near the river and hit switches to light torches.
152 Run and swim through a timed ring race on the river to enter a small structure.
153 Enter the structure in the ravine to find the Silver Tooth.
154 Defeat all RedEyes to dissolve a Life-Force Door and collect the Gold Tooth.
155 Use the Silver and Gold Teeth to enter the boss arena and battle Boss RedEye.
156 Return to Volcano Force Point Temple and open a new path.
157 Cross a lava pool by extinguishing flames and hopping onto moving platforms.
158 Extinguish flames in a specific order to open a door.
159 Have Tricky stay on a pressure plate to access a switch.
160 Light three orbs by firing through flames from a moving platform.
161 Warp to the center of the temple and put the SpellStone in its place.
162 Return to ThornTail Hollow, where you'll find dinosaurs under attack. Save them.
163 Collect the Large Scarab Bag, then find Scarabs and buy the SnowHorn Artifact.
164 Return the SnowHorn Artifact to its owner and run through an obstacle course.
165 After you clear the obstacle course, warp to the shrine for a test.
166 Carry a Fuel Barrel on a narrow, windy path and use it to break through a barrier.
167 As you transport a Fuel Barrel across a pool, hit a switch to redirect flames.
168 Toss the barrel across a wind tunnel, then carry it and throw it into a barrier.
169 Take the Krazoa Test of Strength and push a giant stone turntable.
170 Warp to the Krazoa Palace and release the Krazoa Spirit.
171 Return to ThornTail Hollow and talk to a ThornTail to open the gate to Dragon Rock.
172 Before you leave, make sure that you have purchased the Hi-Def Display Device.
173 After you land on Dragon Rock, climb the large building while avoiding the flames.
174 Transport a barrel along the high ledge, then blast your way into the building.
175 Avoid spinning flames and hit a switch to free an EarthWalker.
176 Ride the EarthWalker and charge into four rock-embedded Power Generators.
177 Explore a new part of the huge building and save a High Top.
178 After you ride the HighTop, enter a new area and search for a CloudRunner.
179 Direct a barrel carrier to take a barrel to a high ledge and shut off flame jets.
180 Hit a switch to make the CloudRunner's cage move, then burn the cord.
181 After you destroy four spires, take on Boss Drakor in the tower.
182 Return to Cape Claw, take over the cannon and blast open the temple entrance.
183 Hit a giant rock on the beach to break into a staff-energy upgrade cave.
184 Have Tricky stay on a pressure plate, then turn off the power to a series of tiles.
185 Use the warp to return to the lower levels of the Ocean Force Point Temple.
186 Use blocks to climb up to a high switch.
187 Use the SharpClaw disguise to reveal a switch, then hit it to raise the water level.
188 Extinguish the flames on the turntable by tipping color-matching water containers.
189 Push the large block through the maze by hitting it with Fire Blast shots.
190 Rocket up to the high ledge and make your way to the Warp Pad.
191 Warp to the middle of the temple and put the last SpellStone in place.
192 Return to the Walled City and talk to King EarthWalker in front of the temple.
193 Push blocks in the courtyard of the Sun Temple to open an iris on the roof.
194 Use the Hi-Def Display Device to zoom through the iris. A door will open.
195 Move blocks into place so their faces show and reveal a maze.
196 Hit switches in the maze to make sections of the wall disappear.
197 Hit a series of switches to earn the Sun Stone.
198 Move blocks in the Moon Temple courtyard and zoom through an iris to enter.
199 Hit a switch to make gates drop and rise, then run over falling tiles to a door.
200 Use Ground Quake on a floor panel, then navigate an invisible maze.
201 Fire through holes in a spinning disk to hit Fire Blast Switches. Get the Moon Stone.
202 Put the stones in their rightful places, then warp to the Krazoa Shrine.
203 In the shrine, fly through wind currents and avoid a series of flame jets.
204 Extinguish flames on a narrow walkway and advance to an open gate.
205 Fly to platforms with spinning flames. Avoid the fiery blasts.
206 Take the Krazoa Test of Knowledge and match items with their places of origin.
207 Fly to the roof of Krazoa Palace, drop down to a high floor and release the spirit.
208 Return to the roof and warp to a room with a large stage in the center.
209 Face off with General Scales and collect the final spirit.

STOP After you release the last Krazoa Spirit, you will learn more about the origin of the trouble on Dinosaur Planet, then you will embark on a final flight for a space battle against the tyrant of the Lylat System, Andross.

HUNGRY FOR STRATEGY?

TAKE A BITE OUT OF NINTENDO POWER

The official magazine from the game-conquering experts at Nintendo serves up a monster-sized banquet of winning tips for the latest games. Monthly features include the code-packed Classified Information column and Epic Center, dedicated to massive RPG and adventure games. If you crave video game news, previews, strategies and more, rip into Nintendo Power!

12 Issues for $19.95! ($27.95 Cdn.)

*Free with paid subscription.

ADVENTURE TO A TEE

When you subscribe to Nintendo Power for a full year, we'll send you a free* T-shirt that features the entire Star Fox gang. It's must-have gear for all of your dinosaur-fighting adventures.

Visit nintendopower.com/subscribe/
or call 1-800-255-3700

Offer #4339—Please allow 4-6 weeks for delivery of the magazine and free gift. Online ordering not available in Canada. Offer good while supplies last. Prices subject to change without notice.

OUTFOX GENERAL SCALES

Dinosaur Planet is in pieces—and you can put it back together with help from the Star Fox Adventures Official Nintendo Power Player's Guide. Traveling from one floating chunk of the planet to the next with Fox McCloud and his sidekick, Tricky, you will be prepared to take on the SharpClaw Army of General Scales, collect the Krazoa Spirits and put every missing SpellStone back into its rightful place. Blast off for intense battles, tough puzzles and plenty of adventures.

- A STEP-BY-STEP WALK-THROUGH OF FOX MCCLOUD'S BIGGEST ADVENTURE YET
- DETAILED FULL-COLOR MAPS OF EVERY LOCATION ON DINOSAUR PLANET AND BEYOND
- INFORMATION ON THE HIDDEN LOCATIONS OF FUEL CELLS, PUKPUK EGGS AND OTHER HELPFUL ITEMS
- WINNING STRATEGIES FOR ALL BATTLES, PUZZLES AND DANGEROUS FLIGHTS THROUGH ASTEROID FIELDS

ISBN 1-930206-22-4
51499>
9 781930 206229

Official Nintendo Seal of Quality

©2002 Nintendo. Game by Rare.
Rareware logo is a trademark of Rare.

$14.99 U.S./$17.99 Canada